

# **The Unofficial**

**Guide to**

# **Revenant**

**By**





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Content by Windaria  
Edited by Zaxxon and Pezland  
Formatting by Windaria

Check out the Stratos Homepage @ [www.stratosgroup.com](http://www.stratosgroup.com)  
Website design by Jessi Conrad  
PDF conversion by Zaxxon  
Questions/Comments/Errors? E-Mail Zaxxon at [zaxxon@stratosgroup.com](mailto:zaxxon@stratosgroup.com)  
Also E-Mail Windaria at [windaria@stratosgroup.com](mailto:windaria@stratosgroup.com)

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Thank you and have a nice day.

## **A Glimpse at the Past**

For untold years you have burned within the depths of hell, the fire licking across your flesh as you lay chained and unable to escape. You long for escape, having already paid the price and atoned for your sins, sins you can no longer remember. Release is not a gift that you may be granted.

The old gods have all departed this present world. There was a pact between the gods, passed down from the council of old, that they would not create any others to join their ranks, yet Nakith, the god of Nights, disobeyed and spawned forth Sha, the god of darkness.

Nakith pleaded his case against the Council, though the Council voted against him. The vote was, however, very close because Nakith had many supporters within the council. Nakith and his supporters broke off from the rest, dividing the Council into two factions.

The two factions warred against each other in the heavens, and brought their war to Ur. Soon factions rose among the inhabitants of Ur, fighting against one another as they chose allegiance to one god or another.

During the fighting Ur became barren and desolate. The gods then decided that Ur was no longer worth fighting for, and left, forgetting Ur and its inhabitants. With their flight from Ur the gods took any chance for a final redemption for the souls below, as with K'Varr's leaving the door to Paradise was sealed shut.

Paradise was a place into which one had to earn the right to enter. If there was any sin, any blemish upon a soul... that blemish had to be atoned for. Almost



every soul ends up in the depths of Anserak for the appointed time. K'Varr kept track of each soul, and determined when they had earned their right of passage into paradise... without K'Varr; no one leaves Anserak.

There are tales of those who are summoned, brought forth from the depths of Anserak in the form of a Revenant. A Revenant retains no memory of their previous life, having had their memory wiped clean during their time in Anserak... though there are also tales of Revenants regaining bits and pieces of their memory back.

As you look up you see a robed figure moving towards you; he is not a demon but a man -- a human. He points at you and suddenly light envelops you...

## Keyboard Shortcuts

### General

Command	Keyboard	Joystick	Mouse
<b>Movement</b>	Arrow Keys	Joystick/Direction Pad	Btn 2
<b>Run</b>	R	Button 6	
<b>Use / Talk</b>	U	Button 1	
<b>Get</b>	G	Button 2	Btn 1
<b>Full Screen</b>	Spacebar		
<b>Side Panel</b>	V		
<b>Bottom Panel</b>	B		
<b>Information *</b>			Ctrl + Btn 1

"Right Clicking" on any item or character will bring up information upon that item / character.

### Combat

Command	Keyboard	Joystick	Mouse
<b>Draw/Sheathe Weapon</b>	C	Button 4	
<b>Bow Mode</b>	X	Button 7 & 8	
<b>Thrust</b>	A	Button 1	Btn 1 *
<b>Swing</b>	S	Button 2	Btn 1 *
<b>Chop</b>	D	Button 3	Btn 1 *
<b>Bow Shot</b>	Z	Button 1	
<b>Block</b>	F	Button 5	
<b>Interactive 1</b>	Ctrl – A	Buttons 8 & 1	
<b>Interactive 2</b>	Ctrl – S	Buttons 8 & 2	
<b>Interactive 3</b>	Ctrl – D	Buttons 8 & 3	
<b>Combo 1</b>	Q	Buttons 8 & 4	
<b>Combo 2</b>	W	Buttons 8 & 5	
<b>Combo 3</b>	E	Buttons 8 & 6	

\* The computer will randomly pick an attack.



## Item Use

### Command

Invoke 1

Invoke 2

Invoke 3

Invoke 4

Belt Use 1

Belt Use 2

Belt Use 3

Belt Use 4

Belt Use 5

### Keyboard

F1

F2

F3

F4

F5

F6

F7

F8

F9

### Joystick

Buttons 7 & 4

Buttons 7 & 5

Buttons 7 & 6

### Mouse

## Performance Tips

Several players of Revenant have complained about performance issues. I am not going to tell you that these are either unfounded or because of a lack of proper testing; however some can be avoided with a properly configured system. Such problems as load times, and jerky gameplay are not the rule, and after properly cleaning up a computer they nearly disappear for many users. These tips are adapted from the Stratos Group's rather exhaustive TA:Kingdoms Performance Tips section. If you are not having any performance issues and are not interested in tuning your machine, please feel free to skip this section. If you are, however, interested in cleaning up your computer, by all means read the following.

**First off, make SURE you meet the minimum requirements. They are:**

- Pentium 200 (233 or better recommended)
- 24 MB PC 100 RAM (32 or more recommended)
- 3D Accelerator (Every accelerator is of some variety) ;-)
- Mouse (Joystick or Gamepad recommended)
- Direct X 5.0 or greater
- Direct X compatible soundcard
- Windows 95 or 98 compatible

Specs that are significantly higher will yield better performance results. I personally am using a PII-400 w/128 Megs of PC-100 RAM, a Voodoo 2 2000 with an ATI All in wonder Pro, and a Sound Blaster Live. Typically I play in software mode, however I also occasionally play in hardware mode.



**Tips to improve gameplay:**

1. DEFRAG before and after you install Revenant. This is one of the most beneficial acts you can do for your computer. For those of you not-so-tech savvy, defragmenting your hard drive ensures that all of the Revenant data is contained in one large block of your hard drive, so the game can access its data much more quickly. Picture your hard drive as a big puzzle; over the time you've had the computer, you've installed, uninstalled, copied, and deleted numerous items. Over time, the disk begins to look like Swiss cheese. Defragmenting organizes all of the data neatly, and puts all of the empty space at the end of the drive. This is a must-do item.
2. Remove any programs from your startup group and system tray. They consume valuable resources, taking away from Revenant's available processor power and memory. Virus scanners and the Real Player Start Center are known resource hogs.
3. Update your video and sound drivers, along with DirectX. You should have DirectX 7 or higher for optimal performance, and video/sound drivers are even more important. Oftentimes, the drivers that ship with new graphics and sound hardware are very, very buggy. TNT cards are especially known for their buggy default drivers. Did I mention they're BUGGY? Be sure to check the manufacturer's site for updated files. I can't stress this enough. While we're on the topic of updating, consider going to the Windows Update site and updating EVERY Critical Update... updating to the Service Pack 1, or even getting the 2nd edition of Win98 has helped a lot, and many drivers are automagically cleaned up.
4. Purchase more memory. It may have gone up in price lately, but the benefits still make it worth the money. You should have about 128 Megs in a decent desktop these days. 32 and 64 Meg machines are considered RAM

STARVED by modern standards. You can never have enough memory, especially if using Windows NT; it will improve your system's performance across the board. Memory is second only to the processor in terms of performance, and in some cases it can be more important.

5. Use software rendering instead of the 3D renderers. The only benefits of 3D rendering in Revenant are the improved special effects.
6. In the win.ini file in the windows directory, set the run= and load= lines to just run= and load=. Anything after the = sign is a program that is taking up memory that, chances are, you don't need. (You can access this file by opening the Run dialog on the Start Menu, then typing 'sysedit.') \*This could result in Windows/program errors... Use at your own risk! \*
7. If you know how to edit your registry, and are comfortable doing so, go to the /HKEY\_LOCAL\_MACHINE/Software/Microsoft/Windows/CurrentVersion/Run/ and Runonce keys, and look through those and see if there is anything you don't need. Remove any keys you don't need. Again, be very careful; if you do something wrong in the registry it can seriously screw up windows. \*This could result in Windows/program errors... Use at your own risk! \*
8. If your hard drive is too large then the game, as well as the rest of your system, will run more slowly than it should. This is because the FAT (File Allocation Table – a minimap of your hard drive) is not the most efficient file system, and the larger your hard drive is then the larger the FAT is, and the more it has to read through to find out where files are on your drive. For example, if you have Windows NT, and are using the NT File System, it should run faster. This is because NTFS is a better file structure. The choice to convert or not depends on what operating system you have. If you have Win98, you should already have FAT32; if you have NT, you'll have NTFS. If you have 95, you're stuck with FAT 16 unless you have OSR 2. If you do have 98, and have FAT16, go to Start, Programs, Accessories, System Tools, Drive Converter. You can switch to FAT32 here. The benefits are a little

more speed, and less HD slack. (Slack is how much space is wasted on small files. In laymen's terms, a small file on a big drive in FAT16 can take much more space than it requires; FAT32 wastes much less space). If the Drive Converter isn't there, you either already have FAT32, or need to install the Drive Converter software off the Win98 CD. An ideal primary drive will be approximately 6 gigs; anything over this becomes burdensome and should be either a secondary drive or a main drive partitioned into several smaller logical drives.

9. Set the read ahead on your CD-ROM and Hard Drive to full. This can yield significant performance benefits to playing the game as well as using your computer. This can be done by double clicking in Control Panel on System, then going to the Performance Tab, and clicking on File System. Adjust the various tabs to yield better performance.
10. Change the typical role of your computer to Network Server. The all around performance increase of this can be huge. This is done from the System icon in the Control Panel. Go to the performance Tab and then File System. Change the role there.

#### **Miscellaneous notes:**

- I see many people thinking that a PIII and a PII running at the same MHz speed will have a big speed difference in performance... that the PIII will be much faster. <sighs> There is *\*some\** speed difference, but mostly the PIII has more instructions native to the chip, and more "pipelines". Right now, there is not a *\*huge\** performance gap. The PIII chip uses a set of Streaming SIMD Extensions (SSE), which games certainly can benefit from, but most current games don't yet take much advantage of.
- Chip speed is based mostly upon the relationship between the bitpath of the chip and the speed (MHZ). For instance, Pentium class chips (MMX, PII, and

PIII included) are 32 bit. The speed is determined (primarily) by a multiplication of the bitpath and the speed of the processor. Now, to make chips even faster, you add pipelines to the chip, allowing more than one instruction to be processed at once. Sometimes this creates lag, as it is only able to perform one instruction at a time because one instruction is waiting on information it needs from the other instructions, however this usually provides a dramatic performance increase. In each edition of the chip class, they try to minimize the lag time created by this by designing them more and more efficiently, yet this can only account for so much. Sure there is a drastic difference in speed between the original Pentium and today's PII/PIII 400s/500s, but look at the MHz difference. This accounts for most of the gains. With all things being equal, except the class, the difference in the chips' wait times is not that much, and it's getting less and less so, because there is only so much optimization that can be done. It is also important to note that the Pentium with MMX all up through the Pentium Pro, PII, and PIII all use the same core.

- Something else to note is that many non-Intel chips, ESPECIALLY Cyrix chips, will NOT yield the same performance at the same MHZ. If you are wondering why the game is running slower than you expected, and are meeting MHZ requirements with a non-Intel chip, that is probably the reason. (The AMD Athlon is a notable exception; at identical MHz speeds, the Athlon outperforms any currently shipping Pentium-class processor.)
- The next noticeable speed increases will be achieved by increasing the MHz above what we have today and increasing the datapath of the bus. 32bits doesn't quite cut it anymore. And also remember that PIIs, PIIIs, whatever, at current technology you are still restricted by a 100 MHz bus. Sheesh!!! (133 and 200 MHz buses are coming...)
- Another, and the last important note, is to show you the importance of not running background applications. Windows is a multi-tasking environment.

While this makes it appear as if every program is able to run at the same time, this is actually not the case because a processor cannot handle more than one process at a time. For each process (application) running, anything in your taskbar, or anything that you can see when you press CTRL+ALT+DEL, is taking up processor power. Each running process receives at least 20/1000 of a second. While this may not sound like much, if you have five background applications running, and this is not uncommon, you are losing 10% of your processing time to things other than your game. In reality five is a very low number; many people have around ten running applications at any given time, which are eating up about 20% of the processor time. People with ATI drivers, for instance, typically will have two running processes solely for their graphics card. Once again, to reinforce, it is important to close EVERY running process.

Better system configuration measures will not only increase the performance which you receive from playing the latest games, but will also give you benefits that enhance the performance of everything else that you do on your computer. Many, if not most, of these upgrades are very easy and inexpensive or free, so take advantage of doing whatever you can and reap the benefits.

## Items

### General

#### Pouch

This is a wonderful item as it allows you to organize other items you encounter. I suggest carrying 4 pouches in addition to the one that you carry for your magical items.

#### Keys

Keys open various doors or other trappings that you will find along your journeys. Not all keys are designated as such, however if you look at the type of an item in doubt it will tell you whether or not it is a key.

#### Scrolls

You will find scrolls all over in your travels. Scrolls tell you anything from Talismans needed to cast a spell to story tidbits that can prove to be rather interesting. Generally scrolls are simply fun to read.

## Potions

<b>Cure Poison</b>	Cures Poison		
<b>Lesser Healing</b>	100 Health	><	Mana
<b>Lesser Mana</b>	>< Health	100	Mana
<b>Lesser Restoratives</b>	100 Health	100	Mana
<b>Greater Healing</b>	400 Health	><	Mana
<b>Greater Mana</b>	>< Health	400	Mana
<b>Greater Restoratives</b>	400 Health	400	Mana
<b>Enchanted Healing</b>	800 Health	><	Mana
<b>Enchanted Mana</b>	>< Health	800	Mana
<b>Enchanted Restoratives</b>	800 Health	800	Mana

## Equipable

During your travels you will find several different types of equipable items: Neckwear, Bracelets, and Rings. Below is a list of each and every item that I was able to find.

## Neckwear

### Alpha Gem Necklace

Value 10000  
Special +400 Mana Storage  
+15 Spell Damage

### Amulet of Cunning

Value 2000  
Special +2 Mind

### Amulet of Power

Value 10000  
Special +20 Damage

### Amulet of Thunderbolts

Value 2500  
Special +10 Damage

### Dragon Eye Pendant

Value 2500  
Special +250 Health Storage  
+250 Mana Storage

### Emerald Collar

Value 3200  
Special +30 Resist Poison Attack

### Fenrus Collar

Value 2000  
Special +50 Mana Storage

### Ivory Pendant

Value 500  
Special +2 Armor



### **Necklace of Courage**

Value 6000  
Special +20 Spell Damage

### **Spirit Pendant**

Value 1500  
Special +2 Constitution

### **Wyrms Tooth Necklace**

Value 15000  
Special +10 Resist Poison Attack  
+2 Strength  
+2 Constitution

## **Rings**

### **Emerald Ring**

Value 800  
Special +10 Resist Poison Attack

### **Fire Ruby Ring**

Value 2500  
Special +20 Resist Burn Attack

### **Ring of the Arcane**

Value 6000  
Special +250 Mana Storage  
+10 Spell Damage

### **Serpent Ring**

Value 1000  
Special +100 Health

### **Sigil Ring**

Value 4000  
Special +300 Mana Storage

### **Venom Ring**

Value 1600  
Special +20 Resist Poison Attack



## Bracelets

### **Band of Regeneration**

**Value** 3000  
**Special** +60 Health Storage

### **Bracelet of Fortune**

**Value** 750  
**Special** + 2 Luck

### **Band of Fury**

**Value** 10000  
**Special** +100% Fatigue Storage

### **Emerald Bracelet**

**Value** 10000  
**Special** +60 Resist Poison Attack

## Food

While some food is capable of assisting Locke in regaining stamina points, that attribute of each food item is not included here, as your stamina regains rather quickly and taking an accurate measurement is all but impossible.

<b>Apples</b>	10 Health	20 Mana
<b>Banana</b>	10 Health	20 Mana
<b>Bread</b>	40 Health	>< Mana
<b>Carrot</b>	10 Health	30 Mana
<b>Celery</b>	10 Health	20 Mana
<b>Cheese</b>	20 Health	10 Mana
<b>Chocolate</b>	15 Health	15 Mana
<b>Drum Stick</b>	50 Health	>< Mana
<b>Fish</b>	>< Health	50 Mana
<b>Grapes</b>	10 Health	20 Mana
<b>Lettuce</b>	10 Health	30 Mana
<b>Meat</b>	50 Health	>< Mana
<b>Muffins</b>	30 Health	10 Mana
<b>Oranges</b>	10 Health	20 Mana
<b>Sausages</b>	50 Health	>< Mana
<b>Watermelon</b>	10 Health	20 Mana
<b>Ale Mug</b>	20 Health	>< Mana
<b>Wine Glass</b>	20 Health	>< Mana
<b>Milk Bottle</b>	15 Health	>< Mana

## Weapons

### Swords

#### Angsaar

Value 90000  
Weapon Class Sword  
Damage 200  
Minimum Strength 23

#### Barbarian Sword

Value 63000  
Weapon Class Sword  
Damage 140  
Minimum Strength 24

#### Bastard Sword

Value 10500  
Weapon Class Sword  
Damage 70  
Minimum Strength 20

#### Berserker Sword

Value 56250  
Weapon Class Sword  
Damage 125  
Minimum Strength 23

#### Broadsword

Value 5400  
Weapon Class Sword  
Damage 60  
Minimum Strength 19

#### Charred Claymore

Value 34500  
Weapon Class Sword  
Damage 115  
Minimum Strength 22

**Claymore**

Value 10950  
Weapon Class Sword  
Damage 73  
Minimum Strength 20

**Flamberge**

Value 20700  
Weapon Class Sword  
Damage 90  
Minimum Strength 21

**Golden Flamberge**

Value 21850  
Weapon Class Sword  
Damage 95  
Minimum Strength 21

**Golden Tulwar**

Value 2580  
Weapon Class Sword  
Damage 43  
Minimum Strength 18

**Katana**

Value 19550  
Weapon Class Sword  
Damage 85  
Minimum Strength 21

**Long Sword**

Value 4950  
Weapon Class Sword  
Damage 55  
Minimum Strength 19

**Ninja To**

Value 31560  
Weapon Class Sword  
Damage 105  
Minimum Strength 22

### **Ranger Sword**

**Value** 9750  
**Weapon Class** Sword  
**Damage** 65  
**Minimum Strength** 20

### **Short Sword**

**Value** 195  
**Weapon Class** Sword  
**Damage** 13  
**Minimum Strength** 16

### **Soul Cleaver**

**Value** 4050  
**Weapon Class** Sword  
**Damage** 45  
**Minimum Strength** 19

### **Tulwar**

**Value** 2100  
**Weapon Class** Sword  
**Damage** 35  
**Minimum Strength** 18

### **Valkyrie Sword**

**Value** 11250  
**Weapon Class** Sword  
**Damage** 75  
**Minimum Strength** 20

### **Wyrms' Tooth Sword**

**Value** 67500  
**Weapon Class** Sword  
**Damage** 150  
**Minimum Strength** 25

## Axes

### Battle Axe

Value 2340  
Weapon Class Axe  
Damage 39  
Minimum Strength 18

### Blackened Axe

Value 4230  
Weapon Class Axe  
Damage 47  
Minimum Strength 19

### Bone Pick Axe

Value 225  
Weapon Class Axe  
Damage 15  
Minimum Strength 16

### Bone Sickle

Value 660  
Weapon Class Axe  
Damage 22  
Minimum Strength 17

### Dwarven Axe

Value 60750  
Weapon Class Axe  
Damage 135  
Minimum Strength 23

### Sickle

Value 1800  
Weapon Class Axe  
Damage 30  
Minimum Strength 18



### **Stone Axe**

**Value** 255  
**Weapon Class** Axe  
**Damage** 17  
**Minimum Strength** 16

## **Bludgeon**

### **Ancient Halberd**

**Value** 10500  
**Weapon Class** Bludgeon  
**Damage** 70  
**Minimum Strength** 21

### **Ball Racker**

**Value** 270  
**Weapon Class** Bludgeon  
**Damage** 18  
**Minimum Strength** 16

### **Bamboo Staff**

**Value** 225  
**Weapon Class** Bludgeon  
**Damage** 14  
**Minimum Strength** 13

### **Blackened Morning Star**

**Value** 12000  
**Weapon Class** Bludgeon  
**Damage** 80  
**Minimum Strength** 20

### **Bo**

**Value** 255  
**Weapon Class** Bludgeon  
**Damage** 10  
**Minimum Strength** 12

**Club**

Value 210  
Weapon Class Bludgeon  
Damage 14  
Minimum Strength 16

**Dragon Scale Staff**

Value 4230  
Weapon Class Bludgeon  
Damage 47  
Minimum Strength 19

**Festus Jeweled Staff**

Value 1800  
Weapon Class Bludgeon  
Damage 26  
Minimum Strength 16

**Flanged Mace**

Value 2400  
Weapon Class Bludgeon  
Damage 40  
Minimum Strength 18

**Flanged Morning Star**

Value 9750  
Weapon Class Bludgeon  
Damage 65  
Minimum Strength 20

**Golden Morning Star**

Value 23000  
Weapon Class Bludgeon  
Damage 100  
Minimum Strength 21

**Heavy Iron Bo**

Value 3400  
Weapon Class Bludgeon  
Damage 43  
Minimum Strength 18



**Iron Bo**

Value 630  
Weapon Class Bludgeon  
Damage 23  
Minimum Strength 15

**Iron Staff**

Value 270  
Weapon Class Bludgeon  
Damage 17  
Minimum Strength 14

**Issathi Bone Staff**

Value 2750  
Weapon Class Bludgeon  
Damage 42  
Minimum Strength 18

**Khyber Blade**

Value 2500  
Weapon Class Bludgeon  
Damage 40  
Minimum Strength 18

**Kindjal**

Value 2000  
Weapon Class Bludgeon  
Damage 29  
Minimum Strength 17

**Kubatar**

Value 2200  
Weapon Class Bludgeon  
Damage 32  
Minimum Strength 17

**Magic Scepter**

Value 33000  
Weapon Class Bludgeon  
Damage 110  
Minimum Strength 23

**Maul**

Value 1500  
Weapon Class Bludgeon  
Damage 25  
Minimum Strength 18

**Morning Star**

Value 1800  
Weapon Class Bludgeon  
Damage 30  
Minimum Strength 18

**Nikachi**

Value 4050  
Weapon Class Bludgeon  
Damage 45  
Minimum Strength 19

**Oak Branch**

Value 195  
Weapon Class Bludgeon  
Damage 10  
Minimum Strength 12

**Obsidian Staff**

Value 2400  
Weapon Class Bludgeon  
Damage 39  
Minimum Strength 17

**Pointed Maul**

Value 2520  
Weapon Class Bludgeon  
Damage 25  
Minimum Strength 18

**Ringed Staff**

Value 570  
Weapon Class Bludgeon  
Damage 19  
Minimum Strength 14

**Shining Razor Mace**

Value 58500  
Weapon Class Bludgeon  
Damage 130  
Minimum Strength 23

**Spiked Bat**

Value 630  
Weapon Class Bludgeon  
Damage 21  
Minimum Strength 17

**Spiked Maul**

Value 36000  
Weapon Class Bludgeon  
Damage 120  
Minimum Strength 22

**Studded Bat**

Value 570  
Weapon Class Bludgeon  
Damage 19  
Minimum Strength 17

**Tapered Crystal Staff**

Value 4950  
Weapon Class Bludgeon  
Damage 55  
Minimum Strength 19

**Vreelander**

Value 5400  
Weapon Class Bludgeon  
Damage 60  
Minimum Strength 20

**Wooden Staff**

Value 210  
Weapon Class Bludgeon  
Damage 13  
Minimum Strength 12

## Armor

### Special

#### Gauntlets

##### **Cestus of Slicing**

Value	5000
Protection	2
Min. Strength	0
Min. Constitution	0
Agility Mod.	0
Reflex Mod.	0
Colors	Silver
Special	Edge Weapon Bonus +25

##### **Chaos Gauntlets**

Value	7500
Protection	2
Min. Strength	0
Min. Constitution	0
Agility Mod.	0
Reflex Mod.	0
Colors	Red
Special	Resist Magic Attack +20 Resist Burn Attack +20 Resist Poison Attack +20 Resist Freeze Attack +20

##### **Earthen Gauntlets**

Value	2000
Protection	2
Min. Strength	0
Min. Constitution	0
Agility Mod.	0
Reflex Mod.	0
Colors	Grey
Special	+2 Strength

### **Gloves of Striking**

<b>Value</b>	4000
<b>Protection</b>	0
<b>Min. Strength</b>	0
<b>Min. Constitution</b>	0
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black
<b>Special</b>	+2 Agility

## **Standard**

### **Animal Fur Armor**

#### **Animal Fur Helmet**

<b>Value</b>	1500
<b>Protection</b>	2
<b>Min. Strength</b>	16
<b>Min. Constitution</b>	14
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Brown
<b>Special</b>	Resist Poison Attack +6

#### **Animal Fur Chest Plate**

<b>Value</b>	2250
<b>Protection</b>	3
<b>Min. Strength</b>	16
<b>Min. Constitution</b>	14
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Brown
<b>Special</b>	Resist Poison Attack +6

### **Animal Fur Gauntlets**

Value	750
Protection	1
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	Resist Poison Attack +6

### **Animal Fur Leg Plate**

Value	2250
Protection	3
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	Resist Poison Attack +6

### **Animal Fur Boots**

Value	750
Protection	1
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	Resist Poison Attack +6

## **Barbarian Armor**

### **Barbarian Helmet**

Value	9600
Protection	4
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+3 Damage

### **Barbarian Chest Plate**

Value	12000
Protection	5
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+3 Damage

### **Barbarian Gauntlets**

Value	7200
Protection	3
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+3 Damage

### **Barbarian Leg Plate**

Value	12000
Protection	5
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+3 Damage

### **Barbarian Boots**

Value	7200
Protection	3
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+3 Damage

## Berserker Armor

### Berserker Helmet

Value	40000
Protection	5
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Striped Black
Special	+15% Fatigue Recovery

### Berserker Chest Plate

Value	48000
Protection	6
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Striped Black
Special	+15% Fatigue Recovery

### Berserker Gauntlets

Value	32000
Protection	4
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Striped Black
Special	+15% Fatigue Recovery

### Berserker Leg Plate

Value	48000
Protection	6
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Striped Black
Special	+15% Fatigue Recovery



### **Berserker Boots**

Value	32000
Protection	4
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Striped Black
Special	+15% Fatigue Recovery

## **Bone Armor**

### **Bone Chest Plate**

Value	2500
Protection	5
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Grey
Special	N/A

### **Bone Leg Plate**

Value	1500
Protection	3
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Grey
Special	N/A

### **Bone Boots**

Value	1000
Protection	2
Min. Strength	19
Min. Constitution	18
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	N/A

## Celtic Armor

### Celtic Helmet

Value	24000
Protection	5
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Bronze
Special	Resist Magic Attack +1 Resist Burn Attack +1

### Celtic Chest Plate

Value	28800
Protection	6
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Bronze
Special	Resist Magic Attack +1 Resist Burn Attack +1

### Celtic Bracers

Value	19200
Protection	4
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Bronze
Special	Resist Magic Attack +1 Resist Burn Attack +1



### **Celtic Leg Plate**

<b>Value</b>	28800
<b>Protection</b>	6
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Bronze
<b>Special</b>	Resist Magic Attack +1 Resist Burn Attack +1

### **Celtic Boots**

<b>Value</b>	19200
<b>Protection</b>	4
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Bronze
<b>Special</b>	Resist Magic Attack +1 Resist Burn Attack +1

## **Chainmail Armor**

### **Chainmail Helmet**

<b>Value</b>	3000
<b>Protection</b>	3
<b>Min. Strength</b>	18
<b>Min. Constitution</b>	16
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Black, Blue, Red
<b>Special</b>	N/A

### **Chainmail Chest Plate**

<b>Value</b>	3600
<b>Protection</b>	4
<b>Min. Strength</b>	18
<b>Min. Constitution</b>	16
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Black, Blue, Red
<b>Special</b>	N/A

### **Chainmail Gauntlets**

<b>Value</b>	20000
<b>Protection</b>	2
<b>Min. Strength</b>	18
<b>Min. Constitution</b>	16
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Black, Blue, Red
<b>Special</b>	N/A

### **Chainmail Leg Plate**

<b>Value</b>	3600
<b>Protection</b>	4
<b>Min. Strength</b>	18
<b>Min. Constitution</b>	16
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Black, Blue, Red
<b>Special</b>	N/A

### **Chainmail Boots**

<b>Value</b>	1800
<b>Protection</b>	2
<b>Min. Strength</b>	18
<b>Min. Constitution</b>	16
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Black, Blue, Red
<b>Special</b>	N/A

## Cloth Armor

### Cloth Shirt

Value	10
Protection	1
Min. Strength	14
Min. Constitution	10
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Brown, Blue, Red
Special	N/A

### Cloth Pants

Value	10
Protection	1
Min. Strength	14
Min. Constitution	10
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Brown, Blue, Red
Special	N/A

### Cloth Boots

Value	10
Protection	0
Min. Strength	14
Min. Constitution	10
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Brown, Blue, Red
Special	N/A

## Dragon Armor

### Dragon Helmet

Value	43200
Protection	6
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Black
Special	+2% Attack Bonus

### Dragon Chest Plate

Value	42000
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	-1
Reflex Mod.	-1
Colors	Black
Special	+2% Attack Bonus

### Dragon Gauntlets

Value	36000
Protection	5
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Black
Special	+2% Attack Bonus

### Dragon Leg Plate

Value	42000
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	-1
Colors	Black
Special	+2% Attack Bonus

### **Dragon Boots**

<b>Value</b>	36000
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black
<b>Special</b>	+2% Attack Bonus

## **Gothic Armor**

### **Gothic Helmet**

<b>Value</b>	64800
<b>Protection</b>	6
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Magical Attack +2 Resist Burn Attack +2 Resist Poison Attack +2 Resist Freeze Attack +2

### **Gothic Chest Plate**

<b>Value</b>	67200
<b>Protection</b>	7
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Magical Attack +2 Resist Burn Attack +2 Resist Poison Attack +2 Resist Freeze Attack +2

### **Gothic Gauntlets**

<b>Value</b>	54000
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Magical Attack +2 Resist Burn Attack +2 Resist Poison Attack +2 Resist Freeze Attack +2

### **Gothic Leg Plate**

<b>Value</b>	67200
<b>Protection</b>	7
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Magical Attack +2 Resist Burn Attack +2 Resist Poison Attack +2 Resist Freeze Attack +2

### **Gothic Boots**

<b>Value</b>	51000
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Magical Attack +2 Resist Burn Attack +2 Resist Poison Attack +2 Resist Freeze Attack +2



## Holy Armor

### Holy Helmet

Value	50400
Protection	6
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Silver
Special	+3% Health Storage

### Holy Chest Plate

Value	50400
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	-1
Reflex Mod.	-1
Colors	Silver
Special	+3% Health Storage

### Holy Gauntlets

Value	42000
Protection	5
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Silver
Special	+3% Health Storage

### Holy Leg Plate

Value	54600
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	-1
Reflex Mod.	0
Colors	Silver
Special	+3% Health Storage

## Holy Boots

Value	39000
Protection	5
Min. Strength	23
Min. Constitution	22
Agility Mod.	-1
Reflex Mod.	0
Colors	Silver
Special	+3% Health Storage

## Iron Armor

### Iron Helmet

Value	24000
Protection	6
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Silver
Special	N/A

### Iron Chest Plate

Value	25200
Protection	7
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Silver
Special	N/A

### Iron Gauntlets

Value	20000
Protection	5
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Silver
Special	N/A



### **Iron Leg Plate**

<b>Value</b>	25200
<b>Protection</b>	7
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Silver
<b>Special</b>	N/A

### **Iron Boots**

<b>Value</b>	20000
<b>Protection</b>	5
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Silver
<b>Special</b>	N/A

## **Leather Armor**

### **Leather Helmet**

<b>Value</b>	250
<b>Protection</b>	1
<b>Min. Strength</b>	15
<b>Min. Constitution</b>	12
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Brown, Red
<b>Special</b>	N/A

### **Leather Chest Plate**

<b>Value</b>	500
<b>Protection</b>	2
<b>Min. Strength</b>	15
<b>Min. Constitution</b>	12
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Brown, Red
<b>Special</b>	N/A



### **Leather Gloves**

<b>Value</b>	250
<b>Protection</b>	1
<b>Min. Strength</b>	15
<b>Min. Constitution</b>	12
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Brown, Red
<b>Special</b>	N/A

### **Leather Leg Plate**

<b>Value</b>	500
<b>Protection</b>	2
<b>Min. Strength</b>	16
<b>Min. Constitution</b>	12
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Brown, Red
<b>Special</b>	N/A

### **Leather Boots**

<b>Value</b>	500
<b>Protection</b>	1
<b>Min. Strength</b>	15
<b>Min. Constitution</b>	12
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black, Brown, Red
<b>Special</b>	N/A

## **Nightshade Armor**

### **Nightshade Helmet**

<b>Value</b>	26000
<b>Protection</b>	6
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Poison Attack +5



### **Nightshade Chest Plate**

<b>Value</b>	26400
<b>Protection</b>	6
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	-1
<b>Colors</b>	Red
<b>Special</b>	Resist Poison Attack +5

### **Nightshade Gauntlets**

<b>Value</b>	20800
<b>Protection</b>	4
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Poison Attack +5

### **Nightshade Leg Plate**

<b>Value</b>	26400
<b>Protection</b>	6
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	-1
<b>Colors</b>	Red
<b>Special</b>	Resist Poison Attack +5

### **Nightshade Boots**

<b>Value</b>	20800
<b>Protection</b>	4
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Red
<b>Special</b>	Resist Poison Attack +5

## Ninja Suit

### Ninja Hood

Value	50400
Protection	6
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Black
Special	+5% Hands

### Ninja Shirt

Value	63000
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	+1
Reflex Mod.	0
Colors	Black
Special	+5% Hands

### Ninja Gloves

Value	42000
Protection	5
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Black
Special	+5% Hands

### Ninja Pants

Value	63000
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	+1
Reflex Mod.	0
Colors	Black
Special	+5% Hands



### **Ninja Boots**

<b>Value</b>	42000
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Black
<b>Special</b>	+5% Hands

## **Plate Armor**

### **Plate Helmet**

<b>Value</b>	24000
<b>Protection</b>	6
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Silver
<b>Special</b>	N/A

### **Plate Chest Plate**

<b>Value</b>	22400
<b>Protection</b>	7
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	-1
<b>Colors</b>	Gold, Silver
<b>Special</b>	N/A

### **Plate Gauntlets**

<b>Value</b>	20000
<b>Protection</b>	5
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Gold, Silver
<b>Special</b>	N/A

### **Plate Leg Plate**

Value	22400
Protection	7
Min. Strength	21
Min. Constitution	20
Agility Mod.	-1
Reflex Mod.	-1
Colors	Gold, Silver
Special	N/A

### **Plate Boots**

Value	20000
Protection	5
Min. Strength	21
Min. Constitution	20
Agility Mod.	0
Reflex Mod.	0
Colors	Gold, Silver
Special	N/A

## **Samurai Armor**

### **Samurai Helmet**

Value	36000
Protection	6
Min. Strength	23
Min. Constitution	22
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	N/A

### **Samurai Chest Plate**

Value	33600
Protection	7
Min. Strength	23
Min. Constitution	22
Agility Mod.	-1
Reflex Mod.	-1
Colors	Brown
Special	N/A





### **Samurai Gauntlets**

<b>Value</b>	30000
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Brown
<b>Special</b>	N/A

### **Samurai Leg Plate**

<b>Value</b>	33600
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	-1
<b>Colors</b>	Brown
<b>Special</b>	N/A

### **Samurai Boots**

<b>Value</b>	27000
<b>Protection</b>	5
<b>Min. Strength</b>	23
<b>Min. Constitution</b>	22
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Brown
<b>Special</b>	N/A

## **Scalemail Armor**

### **Scalemail Helmet**

<b>Value</b>	9000
<b>Protection</b>	3
<b>Min. Strength</b>	19
<b>Min. Constitution</b>	18
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Blue, Red, Silver
<b>Special</b>	Blue = Resist Freeze Attack 8 Red = Resist Burn Attack 8 Silver = Resist Magic Attack 6

### **Scalemail Chest Plate**

<b>Value</b>	14000
<b>Protection</b>	5
<b>Min. Strength</b>	19
<b>Min. Constitution</b>	18
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	0
<b>Colors</b>	Blue, Red, Silver
<b>Special</b>	Blue = Resist Freeze Attack 8 Red = Resist Burn Attack 8 Silver = Resist Magic Attack 6

### **Scalemail Gauntlets**

<b>Value</b>	9000
<b>Protection</b>	3
<b>Min. Strength</b>	19
<b>Min. Constitution</b>	18
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Blue, Red, Silver
<b>Special</b>	Blue = Resist Freeze Attack 8 Red = Resist Burn Attack 8 Silver = Resist Magic Attack 6



### **Scalemail Leg Plate**

<b>Value</b>	14000
<b>Protection</b>	5
<b>Min. Strength</b>	19
<b>Min. Constitution</b>	18
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	0
<b>Colors</b>	Blue, Red, Silver
<b>Special</b>	Blue = Resist Freeze Attack 8 Red = Resist Burn Attack 8 Silver = Resist Magic Attack 6

### **Scalemail Boots**

<b>Value</b>	9000
<b>Protection</b>	3
<b>Min. Strength</b>	19
<b>Min. Constitution</b>	18
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Blue, Red, Silver
<b>Special</b>	Blue = Resist Freeze Attack 8 Red = Resist Burn Attack 8 Silver = Resist Magic Attack 6

## **Spiked Armor**

### **Spiked Helmet**

<b>Value</b>	28800
<b>Protection</b>	6
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Silver
<b>Special</b>	+2% Hands



### **Spiked Chest Plate**

<b>Value</b>	28000
<b>Protection</b>	7
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	-1
<b>Colors</b>	Silver
<b>Special</b>	+2% Hands

### **Spiked Gauntlets**

<b>Value</b>	24000
<b>Protection</b>	5
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Silver
<b>Special</b>	+2% Hands

### **Spiked Leg Plate**

<b>Value</b>	28000
<b>Protection</b>	7
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	-1
<b>Reflex Mod.</b>	-1
<b>Colors</b>	Silver
<b>Special</b>	+2% Hands

### **Spiked Boots**

<b>Value</b>	24000
<b>Protection</b>	5
<b>Min. Strength</b>	21
<b>Min. Constitution</b>	20
<b>Agility Mod.</b>	0
<b>Reflex Mod.</b>	0
<b>Colors</b>	Silver
<b>Special</b>	+2% Hands

## Studded Armor

### Studded Helmet

Value	1000
Protection	2
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Gold, Silver
Special	N/A

### Studded Chest Plate

Value	1500
Protection	3
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Gold, Silver
Special	N/A

### Studded Gauntlets

Value	500
Protection	1
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Gold, Silver
Special	N/A

### Studded Leg Plate

Value	1500
Protection	3
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Gold, Silver
Special	N/A



### Studded Boots

Value	500
Protection	1
Min. Strength	16
Min. Constitution	14
Agility Mod.	0
Reflex Mod.	0
Colors	Black, Gold, Silver
Special	N/A

### Woodland Armor

#### Woodland Helmet

Value	3000
Protection	2
Min. Strength	18
Min. Constitution	16
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+4% Fatigue Recovery

#### Woodland Chest Plate

Value	4500
Protection	3
Min. Strength	18
Min. Constitution	16
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+4% Fatigue Recovery

#### Woodland Gauntlets

Value	1500
Protection	1
Min. Strength	18
Min. Constitution	16
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+4% Fatigue Recovery

**Woodland Leg Plate**

Value	4500
Protection	3
Min. Strength	18
Min. Constitution	16
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+4% Fatigue Recovery

**Woodland Boots**

Value	1500
Protection	1
Min. Strength	18
Min. Constitution	16
Agility Mod.	0
Reflex Mod.	0
Colors	Brown
Special	+4% Fatigue Recovery

## Magic

One of the quickest and easiest ways to kill an enemy is with a spell. One cannot simply block a magic spell as he/she would a blow with a club or sword. They simply sit there and die. The Magician is both the weakest and strongest way to play Locke. At first he will be very weak and easy to kill, but if you increase his mental ability high enough he will become very adept with magic and will be capable of defeating any enemy with relative ease.

One of the biggest problems with playing a mage is knowing which spells to use and how to use them. Many spells are VERY slow, making them impractical simply because the enemy is able to dodge them. It is important to find the right balance of power and speed.

The hardest obstacle to overcome, however, is the fact that a warrior is very strong in Revenant. Due to a flaw in the combat system, blocking is simply too useful and it is very easy to kill even the hardest creatures without ever using magic. If you are not very adept at spell usage, worry not. If you are, however, the blade will be used far less than your magical powers.

The following presents four sections aimed at making your spell casting career as beneficial as it can be. At first I had only included spell lists with a description of the strategic importance of each spell. Since I have received a lot of feedback asking questions about where each Talisman or spell list is located, as well as which spells I personally use, I have added three sections in this edition in addition to the original.



## Talismen Locations

**Life** – Sardok provides This Talisman to you at the beginning of the campaign.

**Soul** – Sardok provides This Talisman to you at the beginning of the campaign.

**Moon** – Sardok provides This Talisman to you at the beginning of the campaign.

**Sky** – The first time that you meet Olihoot, outside of his tree house, he will hand you this Talisman. It is important to obtain this as early as possible so that you may make proper use of it in combat.

**Earth** – When you finally reach the Druhng camp make sure to grab this Talisman along with the Animal Fur armor and the Bone Sickle.

**Ocean** – Hordes of people have missed their chance to get the Ocean Talisman. You find this Talisman in the Ancient Tower, along with the Lock Picks. Make sure to get both of them.

**Stars** – If you miss the Stars Talisman you will NOT have another chance to get it. You find this Talisman on Arakna Island after you defeat Widowett. Make sure that you get this so that you can use it later.

**Sun** – The Sun Talisman is a gift from Olihoot. The second time that you meet Olihoot he will be in the caves, at the very beginning. After talking to him you will find this in your inventory. Do not miss your chance to get it.

**Ward** – This Talisman is obtained long after the Sun Talisman. You find the Ward Talisman under the ruins. When you first get under the ruins keep left and it will be in the first chest.

**Law** – This Talisman is found in the first building on the left in the City of the Children of the Change Cult. Make sure to not miss the other spiffy items on this level either.

**Death** – When you finally reach Anserak there are two Talismen that you will need in order to cast some of the more powerful spells. The first is the Death Talisman which is found in the Red Section.

**Chaos** – The second Talisman that you find in Anserak, and the last Talisman to add to your collection, is the Chaos Talisman. You find this Talisman in the White Section of Anserak.

## **Magic Scroll Locations**

Even though in my spell lists I explain which Talismen are needed for each spell I have decided to include this section simply because some people still want to collect the scrolls and I get question after question on where each scroll is located.

**Level 1 Magic Scroll** – Sardok gives you this scroll at the beginning of the game.

**Level 2 Magic Scroll** – This scroll is found when you pilfer the two chests in the Druhlg camps.

**Level 3 Magic Scroll** – This scroll is hidden in the Ogrok Village. Another nice item that you find when you get this scroll is the Band of Regeneration.

**Level 4 Magic Scroll** – When you are at the end of the 3<sup>rd</sup> section of the caves you will see a double staircase. If you go past this just a little way you will find this scroll in a chest at a dead end.

**Level 5 Magic Scroll** – At the end of the Queen's Chamber you will find the Level 5 Magic Scroll, on the platform in the center of the room, by her statue.

**Level 6 Magic Scroll** – In the same chest as the Ward Talisman under the Ruins you will find this scroll.

**Level 7 Magic Scroll** – This scroll is in the 1<sup>st</sup> Dungeon, you find it in a chest in the room where you meet the ghost.

**Level 8 Magic Scroll** – Finally, the Nahkranoth Lair. Make sure that you grab this scroll in the chest straight ahead after your vision because you cannot return here to get it later.

**Level 9 Magic Scroll** – This scroll is found in Anserak: The Red Section in the same chest as the Death Talisman.

**Level 10 Magic Scroll** – After you have all of the Talismen you will find this scroll with the Handle of Angsaar in Anserak: The Green Section.

## Suggested Use Spells

Worried about cluttering up your spell list so that it becomes impossible to navigate when it really counts? This can be a real problem, you need to find a spell quickly before the baddy gets you, but the spell list is SOOO long that it becomes impractical. The amount of feedback that I have received regarding this issue has been rather incredible and has prompted me to add this section to the guide.

I realize that I am rather harsh on many of the spells used in this game. The reason for this is because I feel that most of them are completely useless and serve functions that are better served by other spells.

Because of the nature of the spells which I use, I have a particular order which I keep the first 4 hotkeys. Being that there are only 4 hotkeys, I have divided the spells that I use into 4 categories. The first is healing, the second is enhancement, the third is single-target damage, and the fourth is multi-target damage.

Below is a list of the spells that I use when playing Revenant.

### ➤ **Level 1**

#### ○ **Cure Poison**

- This spell is absolutely necessary simply because it is better than using a potion and you do get poisoned upon occasion.

- **Fire Flash**

- At level one this is the sniper's dream. You need not be next to your enemy, but you can still hit them. Unlike directional spells you can even have a barrier between you and your foe.

- **Poison**

- If you are ever in a pinch, this spell can be a life saver. So long as you can keep the enemy at bay, whether you put an obstacle between yourself and the enemy, or you simply run circles around them, this spell will slowly wear your enemy down until they die. Surprisingly this also works on bosses, which can make them far easier than I'm sure they were intended to be.

➤ **Level 2**

- **Meteor Storm**

- This is the first area affect spell that you are able to cast. If you are ever having a problem with multiple enemies this spell will serve you well.

- **Swift Strike**

- Probably one of the most important spells in the game, this is a must have. I believe that I used this spell for most of the game whenever I found a difficult enemy.

➤ **Level 3**

- **Physical Paralysis**

- To be honest, I never had that much use for the paralysis spells. If you really need to use it, I guess that it will be helpful, but with my playing style I didn't use them at all.

➤ **Level 4**

- **Heal**

- This spell is probably one of the most useful spells of the game. When you are able to cast this spell you only need one type of potion any more – Mana Potions. This spell raises your spell casting level, as well as heals you.

➤ **Level 5**

- **Invisibility**

- Yes, you guessed it. If you are having a problem with the game this spell will help you so much that the game becomes pathetically simple with it. If you want a challenge, DO NOT use this spell.

➤ **Level 6**

- **Rock Storm**

- This spell finally replaces Fire Flash for me. It is great as a sniper weapon, does more damage, and you can even have a wall between you and your enemies.

- **Cataclysm**

- Finally we have a better area affect spell. Replace Meteor Storm with this spell.

➤ **Level 8**

- **Advanced Heal**

- A more efficient version of Heal. Use this spell as soon as you are able to because when you are down in hit points, and are able to cast this spell, Heal will be like feeding a peanut to an Elephant and expecting it to fill the Elephant. USE THIS.

➤ **Level 9**

- **Crystalism**

- This is the last upgrade to your area affect spells which I used. Yes, there is a nice one at Level 10, however I have not found it as cost effective as a couple blasts of Crystalism.

➤ **Level 10**

- **Immortal Might**

- This spell is a close tie with Swift Strike for the most useful enhancement spell. While I normally stick with Swift Strike even still, this spell can assist you to cause some heavy damage to your enemies.

- **Restore Life**

- Once you are able to cast this spell ignore Advanced Healing unless you really don't need to be healed that badly.

Now that you are familiar with the spells that I use, and why I use each one of them let me give you the order that I improve my hotkeys.

<b>Healing</b>	<b>Enhancement</b>	<b>Single-Target</b>	<b>Multi-Target</b>
Heal	Swift Strike	Fire Flash	Meteor Storm
Advanced Heal	Immortal Might	Rock Storm	Cataclysm
Restore Life			Crystalism

By looking at the spells that I hotkey you can see that it is EXTREMELY streamlined. You should also notice that there are four spells that I sometimes use that have not been listed as spells that I hotkey.

The reason that Physical Paralysis and Invisibility have been left out is because they make the game far easier than it ever should be. As for Cure Poison and Poison, they are simply not used enough to warrant being hotkey spells. Also, Poison is a spell that I never use, but I keep it around incase I want to use it.



## Spell Lists

The following is provided to give you an understanding of each spell, detailing important info, as well as including the strategic usefulness of each spell.

### Level One

#### Cure Poison

**Talismans Needed to Cast:** Life Sky  
**Mana Needed to Cast:** 21  
**Invoke Skill Required:** 2  
**Target of Spell:** Caster

This spell is, quite obviously, vital to playing Revenant. The value of this spell is so absolutely key, that if you could only choose one spell to use in Revenant, this would have to be it... especially on Arakna Island.

#### Fist Mastery

**Talismans Needed to Cast:** Life Soul  
**Mana Needed to Cast:** 41  
**Invoke Skill Required:** 3  
**Target of Spell:** Caster  
**Duration:** 30 Seconds

This spell, for the most part, provides very little benefit. There is one area of the game, however, where it is absolutely critical. During your combat with Baez you will not be able to use your weapon. While it is possible to defeat the enemy without it, this spell is a HUGE help as it increases your hands skill by 4.

#### Fire Flash

**Talismans Needed to Cast:** Moon Sky  
**Mana Needed to Cast:** 26  
**Invoke Skill Required:** 1  
**Target of Spell:** Multiple Targets

During the beginning of the game this spell is particularly helpful, as it is probably the best offensive spell. With this spell you are actually able to make an enemy burst into flames, causing massive damage.

## **Might**

**Talismans Needed to Cast:** Soul  
**Mana Needed to Cast:** 26  
**Invoke Skill Required:** 3  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

This spell is beneficial any time you are faced with a critical battle, or when you are not sure that you can survive on cunning alone. It is essential that you make the most out of this spell during the beginning when you need the extra oomph.

## **Nourish**

**Talismans Needed to Cast:** Life  
**Mana Needed to Cast:** 34  
**Invoke Skill Required:** 2  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

When in need of a quick healing, and you're not able to cast any of the more advanced healing spells, this will do. It is better to cast something more powerful if you are able though, as this will only materialize food. It is important to pick up the food quickly, as it will disappear after 2 minutes.

## **Poison**

**Talismans Needed to Cast:** Moon  
**Mana Needed to Cast:** 34  
**Invoke Skill Required:** 1  
**Target of Spell:** Single Target

While there will typically be very little use for this spell, if you are ever in a fight that you know will take a while, this spell will slowly wear down an enemy, and can give you that little extra oomph you need to tackle them. Casting this and simply dodging the blows of your enemy is also possible.

## Level Two

### Anti - Magic

**Talismans Needed to Cast:** Star Sky  
**Mana Needed to Cast:** 56  
**Invoke Skill Required:** 6  
**Target of Spell:** Caster  
**Duration:** 6 Seconds

For the most part this spell is very non-critical. It reduces damage taken from magical attacks, so is only really useful if you are facing an enemy that has strong magical powers. While this does happen, it is usually not too much of a worry.

### Dexterity

**Talismans Needed to Cast:** Soul Star  
**Mana Needed to Cast:** 56  
**Invoke Skill Required:** 6  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

When you find yourself in a battle that will require you to dodge a lot, using Dexterity can be a great benefit. Dexterity increases your chances of dodging enemy shots.

### Meteor Storm

**Talismans Needed to Cast:** Earth Sky  
**Mana Needed to Cast:** 56  
**Invoke Skill Required:** 4  
**Target of Spell:** Multiple Targets

One of the most important spells of the second level -- this is a must have. This spell allows you to bring down fiery death upon enemies on the battlefield, causing massive damage and hurting everyone in sight. (During the lower levels at least.) There is simply no substitute for this spell, and it should be mastered quickly.

### Quicksand

**Talismans Needed to Cast:** Earth Ocean  
**Mana Needed to Cast:** 75  
**Invoke Skill Required:** 4  
**Target of Spell:** Single Target

Quicksand is rather powerful for its level, however it does not replace Fire Flash simply because in many cases in the early levels it is an overkill. Use Quicksand to kill enemies quickly, but discard it later on in favor of more efficient spells.

## **Regeneration**

**Talismans Needed to Cast:** Life      Earth  
**Mana Needed to Cast:** 113  
**Invoke Skill Required:** 5  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

Regeneration is a great way to heal Locke in the early stages of the game when you are doing nothing but wandering around without any enemies around you. Unfortunately this is rarely the case except for when you are in Mithaven, so there is really no reason to use this spell. This spell is also rendered useless when you receive the Band of Regeneration.

## **Swift Strike**

**Talismans Needed to Cast:** Ocean      Moon  
**Mana Needed to Cast:** 64  
**Invoke Skill Required:** 5  
**Target of Spell:** Caster  
**Duration:** 10 Seconds

This spell is a wonderful asset. Using Swift Strike makes your stamina increase at a dreadful rate, nearly eliminating the need to stop attacking due to fatigue.

## **Level Three**

### **Physical Paralysis**

**Talismans Needed to Cast:** Life      Moon      Soul  
**Mana Needed to Cast:** 79  
**Invoke Skill Required:** 9  
**Target of Spell:** Single Target  
**Duration:** 10 Seconds

If you ever need to get away from an enemy in the early stages of the game, this is the spell to use. Physical Paralysis freezes an enemy; you can then either proceed to kill the enemy or run away from it with ease.

### Shadow Fist

**Talismans Needed to Cast:** Stars      Moon  
**Mana Needed to Cast:** 126  
**Invoke Skill Required:** 9  
**Target of Spell:** Caster  
**Duration:** 15 Seconds

If you are trying to typecast Locke as a monk you will rely VERY heavily upon this spell because it increases your Hands skill by 8. If you are not going for a monk type character, this spell is completely useless, as, after you beat Baez, you never need to use your fists again.

### Speed

**Talismans Needed to Cast:** Soul      Life      Stars  
**Mana Needed to Cast:** 79  
**Invoke Skill Required:** 8  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

Speed allows you to move at incredible speeds. When running from an enemy to recover health, Speed can be very beneficial especially when used in conjunction with Physical Paralysis.

### Stone Skin

**Talismans Needed to Cast:** Moon      Earth  
**Mana Needed to Cast:** 126  
**Invoke Skill Required:** 8  
**Target of Spell:** Caster  
**Duration:** 5 Minutes

Due to the ease of many melee battles Stone Skin is not necessary, however if you feel that you are in over your head feel free to use it, though there are other more useful spells like swift strike which you should have by now.

### Swamp Pit

**Talismans Needed to Cast:** Ocean      Life      Earth  
**Mana Needed to Cast:** 105  
**Invoke Skill Required:** 7  
**Target of Spell:** Multiple Targets

Swamp Pit is a complete waste of time. It is supposed to do more damage than Quicksand, and be a slight improvement over it, however I have yet to see this hold true. By the time you can cast Swamp Pit there are far better spells to use such as Tornado or even, for the cost, Quicksand.

## **Tornado**

**Talismans Needed to Cast:** Earth      Star      Sky

**Mana Needed to Cast:** 79

**Invoke Skill Required:** 7

**Target of Spell:** Multiple Targets

Tornado is a wonderful attack spell, and at this level, is one to be relied upon heavily. It does a wonderful amount of damage and is rather quick; the one drawback is that it does not maneuver to strike an enemy.

## **Level Four**

### **Charm**

**Talismans Needed to Cast:** Stars      Sun

**Mana Needed to Cast:** 101

**Invoke Skill Required:** 12

**Target of Spell:** Caster

**Duration:** 2 Minutes

There is really no point in casting Charm. It increases your luck by 5, however the effect that this has upon the game is rather small and there are more effective spells to use upon yourself.

### **Fire Wind**

**Talismans Needed to Cast:** Sun      Soul      Stars

**Mana Needed to Cast:** 135

**Invoke Skill Required:** 10

**Target of Spell:** All Visible Enemies

When casting Fire Wind, a wave of fire will flow from the caster and hit all visible enemies, causing moderate damage. While this spell will not be very effective at all against a single enemy, it can be semi-beneficial when encountering multiple enemies. This spell is, however, even then not very effective and can be skipped or ignored entirely while waiting for higher-level area affect spells.

## Heal

**Talismans Needed to Cast:** Life      Soul      Sun  
**Mana Needed to Cast:** 135  
**Invoke Skill Required:** 11  
**Target of Spell:** Caster

Once you are able to cast this spell, it becomes absolutely essential until higher-level spells are learned. Heal is far more economical than using potions because once you are able to cast it the only potions you need to purchase are Mana potions. You don't have to try to think ahead as to what you will need, you simply stock up on as many Mana potions as you are able to and then head onward and use them for either offensive spells or to heal yourself.

## Lightning Bolt

**Talismans Needed to Cast:** Sun      Sky  
**Mana Needed to Cast:** 101  
**Invoke Skill Required:** 10  
**Target of Spell:** Single Target

A great offensive spell; Lightning Bolt is fast and capable of tons of damage. Use Lightning bolt as you would your sword. It is also very effective from a distance as a sniper weapon.

## Teleport

**Talismans Needed to Cast:** Ocean      Sky      Stars  
**Mana Needed to Cast:** 81  
**Invoke Skill Required:** 12  
**Target of Spell:** Caster

Teleport makes you disappear and reappear behind your enemies. Save your Mana for better spells, however, as your enemies are typically going to be able to re-orient fast enough to make this advantage not worth the casting cost.

## Level Five

### Blood Drain

**Talismans Needed to Cast:** Soul      Sun      Life  
**Mana Needed to Cast:** 165  
**Invoke Skill Required:** 13  
**Target of Spell:** Single Target

If you are ever low on hit points this is the spell to use. While it may not regain as many as Heal would, the hit points it does bring you come from your enemy, hurting them.

## Fireball

**Talismans Needed to Cast:** Sun Stars

**Mana Needed to Cast:** 124

**Invoke Skill Required:** 13

**Target of Spell:** Single Target

Fireball spews forth a ball of fire, blasting a single target. Even if you miss with Fireball you can occasionally hit the enemy with area affect damage. When you are able to cast Fireball it will make a nice sniper weapon when enemies do not realize you are there, but can be discarded in the later levels. It is important to notethat Dark Revenants cast Fireball, so beware when you encounter one in an enclosed area.

## Invisibility

**Talismans Needed to Cast:** Sky Soul

**Mana Needed to Cast:** 99

**Invoke Skill Required:** 15

**Target of Spell:** Caster

**Duration:** 20 Seconds

This spell is far overpowered and should be offered at level nine if not at level ten. However, since this spell is offered at level five, make prolific use of it. Use this spell any time you are facing a hard enemy or multiple enemies and you will generally be able to kill all of them with ease before you turn visible again.

## Mana Drain

**Talismans Needed to Cast:** Moon Soul Stars

**Mana Needed to Cast:** 124

**Invoke Skill Required:** 14

**Target of Spell:** Single Target

This spell, for the most part, is worthless. This spell will suck Mana from an enemy and put it into your cache. The problem is that it gives you less than it costs. While it might sound like a great tactical advantage to weaken your enemies... it really isn't since you should typically be able to kill an enemy before you would ever need to resort to this.



## Warrior Born

**Talismans Needed to Cast:** Sun      Moon      Stars      Sky  
**Mana Needed to Cast:** 124  
**Invoke Skill Required:** 14  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

When in combat the benefits of this spell are rather outstanding. This spell increases Strength, Constitution, Agility, Reflex, Mind, and Luck by 3 each. While any one of these wouldn't be that much of a change, all of them combined is a wonderful asset. While I still recommend using Swift Strike, it comes down to a matter of practicality.

## Level Six

### Cataclysm

**Talismans Needed to Cast:** Law      Life      Earth      Sky  
**Mana Needed to Cast:** 146  
**Invoke Skill Required:** 6  
**Target of Spell:** Multiple Targets

Once you are able to cast this spell, any other area affect spell before it is rendered completely useless. Not only does this spell just look incredible, but also the damage is rather high for an area affect spell.

### Iron Skin

**Talismans Needed to Cast:** Ward      Earth      Moon  
**Mana Needed to Cast:** 234  
**Invoke Skill Required:** 17  
**Target of Spell:** Caster  
**Duration:** 5 Minutes

This spell is simply another attempt to give the player a good defensive spell, however it fails miserably as it is next to useless. If you need an enhancing spell use the Warrior Born, otherwise stick with Swift Strike.

### Neural Paralysis

**Talismans Needed to Cast:** Ward      Soul      Life  
**Mana Needed to Cast:** 146  
**Invoke Skill Required:** 18  
**Target of Spell:** Single Target  
**Duration:** 30 Seconds

The usefulness of this spell is very limited. If you simply need to freeze an enemy so that you can either run away or kill it, Physical Paralysis should be enough and there is really no need for this spell. If, however, Physical Paralysis does not have a long enough duration then proceed to use this spell.

### Rock Storm

**Talismans Needed to Cast:** Earth      Sky      Law  
**Mana Needed to Cast:** 146  
**Invoke Skill Required:** 16  
**Target of Spell:** Single Target

This spell is the sniper's dream. You don't need to have a direct line of sight to the enemy, and they need not know that you are around. Simply cast this spell and rocks will rise from the ground and smite whichever enemy is targeted.

### Troll's Blood

**Talismans Needed to Cast:** Law      Life  
**Mana Needed to Cast:** 293  
**Invoke Skill Required:** 17  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

Yet another 'heal over time' spell... do not bother with this spell; simply use Heal, as it makes far more sense. Even in battle it is easier to hit F1 (providing you have Heal queued there) than to use this beforehand. If you're the forgetful type... I guess that it could be helpful, but it heals you so painfully slow in comparison to how quickly you can rack up damage that it just isn't economical.

## Level Seven

### Ice Storm

**Talismans Needed to Cast:** Ocean      Life      Law  
**Mana Needed to Cast:** 242  
**Invoke Skill Required:** 19  
**Target of Spell:** All Visible Targets

While the damage from this spell is rather nice, Ice Storm is simply not worth the casting cost. It is far more economical to use Cataclysm for the cost, as the damage is not worth the extra 96 Mana.

## Napalm

**Talismans Needed to Cast:** Sun Sky Law

**Mana Needed to Cast:** 181

**Invoke Skill Required:** 19

**Target of Spell:** Single Target

This spell is a complete waste of Mana. Napalm fires forth a breath of fire, however it is VERY short ranged. While the damage is high, the speed of Napalm is also quite slow slow enough in fact, that an enemy has to be standing still in front of you to be hit by this spell, and that rarely happens once they see you casting.

## Nullifier

**Talismans Needed to Cast:** Ward Soul

**Mana Needed to Cast:** 181

**Invoke Skill Required:** 21

**Target of Spell:** Caster

**Duration:** 6 Seconds

Using this spell will make you immune to Magic. If you are having problems with a magic-wielding enemy, then this spell can become invaluable. Otherwise it really is not important since you should be able to rend an enemy apart before you really have to worry about their magic. The 6 seconds also does not give you too long of a benefit. There is one nice thing about this spell, however. In Anserak you fight many Demons. The Demons are very tough in that they use Fire Flash and can hit you from anywhere. Because of this you might want to keep this spell queued for when you notice a wandering Demon.

## Ogre Strength

**Talismans Needed to Cast:** Earth Moon Law Ward

**Mana Needed to Cast:** 181

**Invoke Skill Required:** 20

**Target of Spell:** Caster

**Duration:** 2 Minutes

This spell increases your strength by 6 points. While the damage that you would do increases, a spell like Warrior Born which raises your chance to hit an enemy as well is more beneficial since once you are able to hit an enemy, repeatedly stabbing them will generally do the job.

## Weapon Mastery

**Talismans Needed to Cast:** Moon      Sun      Soul      Sky  
**Mana Needed to Cast:** 290  
**Invoke Skill Required:** 20  
**Target of Spell:** Caster  
**Duration:** 30 Seconds

Weapon Mastery is, sadly, another of level seven's useless spells. While it raises your skill with all weaponry by four points, using a spell like Warrior Born will increase your chances of dodging an attack. This spell is specialized simply towards attack, and that is not always the best option.

## Level Eight

### Advanced Healing

**Talismans Needed to Cast:** Law      Soul      Life  
**Mana Needed to Cast:** 274  
**Invoke Skill Required:** 23  
**Target of Spell:** Caster

Finally a spell that is capable of healing Locke which doesn't suck. (Excluding Heal, of course.) Hotkey this spell as F1 and ignore any other healing spell, as this spell is simply too useful to pass up.

### Armageddon

**Talismans Needed to Cast:** Stars      Earth      Sky  
**Mana Needed to Cast:** 274  
**Invoke Skill Required:** 22  
**Target of Spell:** All Visible Enemies

This spell is probably the best spell for doing damage to all enemies on the screen since Cataclysm. If you need to damage everything, use this until you are able to cast Maelstrom.

### Full Paralysis

**Talismans Needed to Cast:** Ward      Life      Soul      Moon  
**Mana Needed to Cast:** 206  
**Invoke Skill Required:** 24  
**Target of Spell:** Multiple Targets  
**Duration:** 15 Seconds

This spell will hold an enemy still for a very long time. If you are having a really tough time with an enemy, use this spell. Otherwise simply stick with physical paralysis.

### Ice Bolt

**Talismans Needed to Cast:** Ocean Sky Life  
**Mana Needed to Cast:** 206  
**Invoke Skill Required:** 22  
**Target of Spell:** Single Target  
**Duration:** 55 Seconds

This spell is probably the absolute worst spell of level eight. It will cause massive damage to an enemy and freeze them, however the spell moves at the pace of a slug with a weight tied to its tail. If you hit an enemy with this, than good shooting, but the cost in Mana is simply not worthwhile.

### Quicksilver

**Talismans Needed to Cast:** Sky Ocean Earth  
**Mana Needed to Cast:** 206  
**Invoke Skill Required:** 23  
**Target of Spell:** Caster  
**Duration:** 2 Minutes

This spell is probably the best enhancement spell that there is after Swift Strike. While it does not increase damage, it increases your chances of dodging an attack and makes it easier for you to hit an enemy. The damage is not nearly as important as hitting the enemy, because if you can't hit the enemy, then you can't cause damage.

## Level Nine

### Aura

**Talismans Needed to Cast:** Ward Life Soul Stars  
**Mana Needed to Cast:** 268  
**Invoke Skill Required:** 26  
**Target of Spell:** Caster  
**Duration:** 30 Seconds

This spell is supposed to add to your Armor and protect you. I have seen very little of either effect when playing the game. Skip this spell for a better one.

### Crystalism

**Talismans Needed to Cast:** Stars Sky Death Chaos  
**Mana Needed to Cast:** 307  
**Invoke Skill Required:** 25  
**Target of Spell:** Multiple Targets

If you have enjoyed Cataclysm then make prolific use of this spell. It is a lot cheaper than Maelstrom, which you get at Level 10, and does a lot of damage.

### Essence Drain

**Talismans Needed to Cast:** Soul      Chaos

**Mana Needed to Cast:** 230

**Invoke Skill Required:** 26

**Target of Spell:** Single Target

**Duration:** Only able to be cast once per minute

This spell is like a beefed up Mana Drain. It sounds good, however is really not worth the casting cost. Simply stick to the sword and slice and dice any enemy before you would have to worry about their spell wielding capabilities.

### Vampiric Drain

**Talismans Needed to Cast:** Death      Life      Soul

**Mana Needed to Cast:** 307

**Invoke Skill Required:** 25

**Target of Spell:** Single Target

This spell can be better than Heal in that it sucks a lot of Health from your target and bestows it upon you. While it may not give you as much as Advanced Healing or Restore Life, it is definitely worth the casting cost because it will nearly kill any enemy simply from the drain.

## Level Ten

### Immortal Might

**Talismans Needed to Cast:** Soul      Earth      Moon      Chaos

**Mana Needed to Cast:** 255

**Invoke Skill Required:** 27

**Target of Spell:** Caster

**Duration:** 3 Minutes

This spell will add five to every statistic. The absolute usefulness of this spell is rather amazing, and it is the one spell for improving Locke's abilities that finally ties with Swift Strike for me. It is important to remember that you have a max of 30 in any skill.

### Maelstrom

**Talismans Needed to Cast:** Death      Chaos

**Mana Needed to Cast:** 1018

**Invoke Skill Required:** 27

**Target of Spell:** All Visible Enemies

This is the mac daddy of all offensive spells. It renders massive damage to all enemies on the screen and is visually stunning. If you are able to get several baddies on the screen, cast this spell. You will watch most all of them die expediently, and the effects are quite amazing to behold.

## **Restore Life**

**Talismans Needed to Cast:** Life      Soul      Law

**Mana Needed to Cast:** 509

**Invoke Skill Required:** 27

**Target of Spell:** Caster

This is the best healing spell in the game. It restores over 1000 Health. Once you are able to cast this keep it on F2, with Advanced Healing on F1 so that you are always able to hotkey yourself to full Health.

## **Bestiary**

During the course of your adventures you will find many beasts and humans who are out to get you. It is important to know the strengths and weaknesses of each. To help you in this task I have compiled a list of many of the enemies that you will find, as well as tactics to defeat them and characteristics to watch out for.

### **Arakna**

The Arakna are some of the weakest enemies that you will encounter upon Ahkuilon. The one thing that you really have to watch out for, however, is the Arakna's ability to poison you, so when you do encounter them you might want to have a Cure Poison spell on one of your 4 magical hotkeys. Arakna are especially susceptible to thrust and chop attacks.

### **Dark Revenant**

Dark Revenant are basically like Swordsmen in how they attack, however they are harder to fight and are capable of casting fireball at you. It is important to be careful when facing a Dark Revenant because they tend to be placed in areas where it is hard to dodge their fireball. Once you get up to them they are relatively easy to kill; simply block and jab and they should die rather quickly.

### **Demon**

Demons are the hardest enemies which you will face in Revenant, even harder than many of the main foes. Why, you ask? Simple. Demons can Fire Flash you, making you writhe in agony, and they don't have to be near you to do it. When you spot a Demon, use a spell like Rock Storm to snipe at them from a distance. Avoid going toe to toe with them simply because they can hit you hard



when you're writhing, and if there are any other enemies, around when they get you... you could incur a lot of damage rather quickly.

### **Dragon**

Dragons are very strong, and are definitely an animal to be reckoned with. When encountering a Dragon keep moving. One nice thing about the Dragon is that they are rather slow. This is one of the few areas where using the mouse can be preferable, as it is very easy to run circles around a Dragon attacking with the left button. Once you hit the dragon, switch to using the keyboard and vary your attacks between thrust and swing. Having a good supply of healing potions is always vital when facing these fearsome foes.

### **Druhlg**

One word describes the Druhlg best... annoying. They are short, have incredible agility, and are very hard to hit in comparison to other monsters. When facing Druhlg watch out for backup, as they tend to come in packs and swarm Locke. Using the Level 2 spell Meteor Storm against a huge pack of them can easily dispatch them. When attacking them in packs it is vital to use the swing attack, as with this attack it is more likely that you will damage more than one.

### **Earth Golem**

The most powerful, in physical terms, opponent you will face is the Earth Golem. These nasty baddies are very slow and stupid, like the Ogroks. Fighting them with the same style that you would any other humanoid will prove very effective; just remember to keep a strong emphasis on blocking. When in doubt, block.

### **Gordo**

When in combat, did you ever find the Ogroks lacking a little? Here is your answer. Gordo are absolutely nasty-- they tend to carry long weapons and are

capable of rending massive damage. Gordo also have the nasty tendency to attack you much like an Issathi would, picking you up and throwing you around, so watch out for that too. When facing a Gordo, ranged spells like Fireball work best.

### **Hopper**

These Amphibious creatures attack much in the way of a Kantha, rushing you and then relentlessly tearing into you... only more so than the Kantha. When you first see these creatures watch out, and prepare to dodge their first blow, as it is typically unlikely that you will get the first strike otherwise. Once you dodge them, swing first to momentarily stun then and then continue to thrust and chop at them.

### **Issathi**

Issathi are one of the few truly effective enemies. Even when blocking them their tail attack can catch you, and they tend to pick you up in their jaws and swing you around, causing a tremendous amount of damage. Whenever you encounter an Issathi it is best to approach with caution, and get in close. Swinging from a distance will only make you a victim of their tail. Occasionally they might still be able to swing you around from their jaws, but fighting them toe to toe is the easiest way. Fight them like you would an Earth Golem, but be more careful. When in doubt, block.

### **Kantha**

These dog-like creatures are ferocious and are very difficult to deal with in the beginning. They tend to run towards you when they first see you, and then attack. Because of this, using a running thrust (like the one you learn from master Jong) when you first see them can offset their initial charging advantage. Once you meet one in combat, continue to thrust at them and they tend not to retaliate.

### **Lurker**

These beasts tend to fight in the way that most humanoids do, so varying your attacks will be beneficial when facing them. Watch out for their strike, however, as like the Arakna they are able to poison you.

### **Monk**

Monks are not the most difficult enemies to face. When encountering a monk simply hold back with the F key to block any blows that they throw at you. After they attack you begin to swing and jab at them and they will fall at your feet.

### **Ninja**

The various ninja, especially the ones that are capable of casting invisibility, are some of the most difficult opponents you will face in Revenant. Ninjas move very fast and are able to attack you from various angles without you even being able to get one attack in. When fighting Ninjas, attempt to dodge, then the moment they let their guard down use swing, NOT jab. While jab may be faster, swing will have a better chance of hitting them because it covers a broader area.

### **Ogrok**

Ogroks are slow and stupid. While they are very strong, they are not too difficult to deal with. There are 2 good strategies to use when handling Ogroks. The first

strategy is the same that can be used on most any humanoid, simply block their blows then begin jabbing at them and they will be unable to combat you. If you do not like standing toe to toe with an Ogrok then slash and chop at them from a distance. Ogroks do not have the best range, so this attack should prove very effective.

### **Priest**

Priests can be tricky to deal with, and it is generally best to avoid keeping a distance from them. The moment you see a Priest, wait for them to fire their first ranged attack, then rush in and jab them repeatedly. The priest may begin to cast another ranged attack, and if they do then dodge and resume jabbing. Quite often a Priest will be accompanying other enemies; if this is the case make sure to take out the Priest first.

### **Skeleton Warrior**

Skeleton Warriors are not the most difficult enemy. They fight like a standard warrior, so getting up close and swinging at them has a devastating effect so long as you remember to block their shots.

### **Swordsmen**

Swordsmen are some of the easiest human enemies that you will face. Swordsmen are slow and bothersome at best. Simply block and attack and you will be fine.

### **Undead Sorcerer**

When reaching Anserak I was expecting to actually find some difficult enemies. Undead Sorcerers do NOT fill this void. The Undead Sorcerer will probably be the easiest enemy which you face while you are in Anserak, so don't worry when

you see them; just run up to them and slash. Use slash because they tend to move side to side while floating, so slash improves your chances of hitting them.

### **Wraith**



When you first meet them, Wraiths are rather difficult to deal with. Not only are Wraiths capable of shooting lightning bolts at you, but also beware if they get up close because they can cast Blood Drain, which can devastate your health. Casting fireball or lightning at them from a distance can prove effective, but sneaking up on them and jabbing at them until they die can be more effective.

### **Zombie**

Zombies are, at first, rather difficult to deal with as they tend to jump on you and slice at you viciously. The nice thing about Zombies is that the Fire Flash spell is incredibly effective against them. Simply Fire Flash them and swing at them a few times, then back off and Fire Flash them again. They should die after only a few repeats.

## The Six Main Foes

Revenant can be broken into several sections, each section ending with a major confrontation. It is important to know what to do when you encounter one of these major confrontations. Below is a listing of the major enemies which you will face, followed by their stats and a strategy to defeat them. It is important to note that the following is not the only way to beat them, but it can be one of the easier ways.

<h1>S</h1> idious	
Health: 800 Mana: 0 Stamina: 129	
	<p>The first enemy, and probably the hardest, is Sidious. During the time when you face Sidious, you should not be too high in level, and you face him in a confined area.</p> <p>To beat Sidious you want to use might. None of the other spells which you have really do any damage worth speaking about to Sidious, so you will want to face him in hand to hand combat. Another thing that makes Sidious difficult to deal with is the fact that he uses fire breath against you, so blocking is all but useless. To defeat Sidious run in circles around him and then attack using the mouse. This one of the few areas of the game when using the mouse will be very beneficial, because while running you are able to get your strike off earlier than you would otherwise be capable of doing. After you swing start jabbing QUICKLY. After jabbing at him, simply begin running around him again until your stamina is back up.</p>

# Widowett

Health: 640  
 Mana: 43 \*  
 Stamina: 13

\*Widowett only starts with 43 Mana.



Widowett is probably one of the easiest major confrontations in Revenant. There is really nothing special that you need to know about her, however it is interesting to see that there are other enemies in the game that look quite like Widowett called Spider Queens later on. The Spider Queens are a bit stronger than Widowett, however by the time you meet them they are not a real challenge.

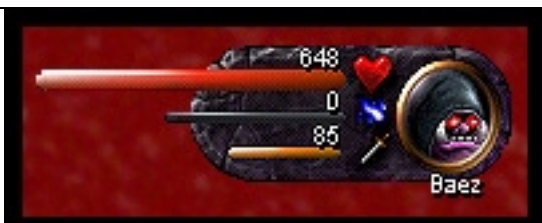
When you come across Widowett simply keep away from her and use Fire Flash. Make sure to keep track of what is behind you, however, because she will occasionally summon a smaller spider to aid in her defense. If she does this then use Meteor Storm and you will kill the spiders and damage Widowett more.

The only real worry, besides the summoned spiders, is Widowett's bow. Use her bow to your advantage. In Revenant, arrows simply do not move fast enough to be a real threat. When you see her fire, simply move out of the way. As long as you are not in melee range Widowett will not advance upon you. This can be used to your advantage because it means that you do not need to enter melee range until your Mana is drained.

When you run out of Mana simply run up to Widowett and begin swinging at her and she will die quickly.

# Baez

Health: 648  
 Mana: 0  
 Stamina: 85



Baez has been a quandary simply because many people who are used to playing RPG games have a very hard time with him, while people used to 3D fighting games find him very easy. The reason for this, I suspect, is because RPG players tend not to go toe to toe with enemies like him thinking that he will kick your butt because he is vastly stronger than you. The nice thing that makes it possible to go toe to toe with Baez, is the flaw in how the game handles blocking. Use this to your advantage here.

When fighting Baez run right up to him and then block. After blocking simply wait until you think he is open and then jab repeatedly at him. When your stamina begins to drain stop jabbing at him and block again. Repeat the process a few times and Baez will fall.

When attacking Baez watch for him to run at you. When Baez runs at you the chances are that he will break your block and damage you. Once Baez hits you it is rather hard to block again, so it is important to move out of the way until you are close enough to him to block again.



## Soulifuge

Health: 5000  
 Mana: 0  
 Stamina: 120



Many people have had trouble when facing Soulifuge. While at first glance Soulifuge presents a serious problem, he is actually quite easy to beat. When fighting Soulifuge you want to use the Swift Strike spell.

Before you can actually face Soulifuge you need to get the bow. You can get the bow by keeping to the right when entering Soulifuge's chamber. You will find a chest containing a bow and some ice arrows. Equip the bow quickly then walk forward.

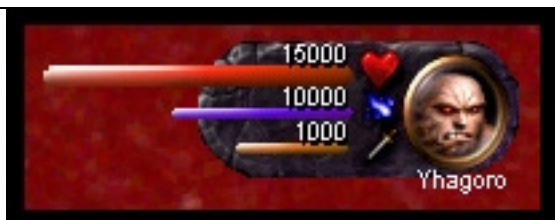
The first thing to do is freeze Soulifuge with ice arrows then cast Swift Strike. After casting Swift Strike proceed to pound upon him with Jab. While other attacks might cause more damage, jab will be fast enough that Soulifuge should not get a strike in. After jabbing at Soulifuge for a while switch to your bow and freeze him again FAST. Once he is frozen, simply repeat the process.

Another way to beat Soulifuge is to use poison on him, then walk out of harm's way behind the chest in the cranny where he can't reach you. If you keep casting poison when you are able, Soulifuge will die very easily. While this process takes some time, it is far less dangerous than going toe to toe with him.

<h1>Jhaga</h1>	
<p>Health: 13200          Mana: 7000          Stamina: 224</p>	
	
<p>Jhaga, sadly, by the time you reach him is one of the easier foes to dispatch. When you first face Jhaga you should have no problem with Dark Revenants, being able to kill them in one or two hits. Fireballs should also do very little damage anymore. If you are able to deal with these two attacks, then Jhaga is a breeze.</p> <p>Jhaga summons Dark Revenants constantly, and launches many fireballs at you. He warps between 5 places on the battlefield in a erythematic sequence, so if you wait in the middle for him, and dodge everything he throws at you from the four corners, you can simply proceed to hack and slash him to pieces. Using Swift Strike makes this bout much easier.</p> <p>Simply wait in the middle of the court, until you see Jhaga warp to the third spot, in the Northeast corner of the room, and then cast Swift Strike. This will ensure that it will not run out when he gets to the center. Once Jhaga warps to the center he will automatically cast Flame Wave, however if you are jabbing at him very quickly it tends to not harm you, and you will be able to cleave a couple thousand hit points out of Jhaga with each pass.</p>	

## Yhagoro

Health: 15000  
 Mana: 10000  
 Stamina: 1000



The final confrontation with Yhagoro is a dramatic disappointment. I say this simply because I was expecting an enemy worthy of a final battle, this, however, Yhagoro is not. Why you ask? Because of the Invisibility spell. Maybe this is a bug in the game, maybe it is not... but Invisibility should either have been removed or it should NOT work on Main Foes, ESPECIALLY Yhagoro. Just to express this point further, even Sidious was harder, when you reached him, than Yhagoro is when you reach him.

To beat Yhagoro simply cast Invisibility first thing. Once you are invisible you have nothing to worry about, heck, you could do a little dance and spit in his face if you really wanted and he wouldn't do anything about it. If you Attack Yhagoro he will face you, but will not attack you or even move out of the way. Sometimes if he is moving towards you and you turn invisible he will continue moving forward until he stops, however this is rare.

Another way to beat Yhagoro is to run back down the stairs and turn down enough twists and turns so that he stops following you, but is caught and doesn't attack you either. At this point just cast Poison and kick back and watch him die. This will take a while, however it does work.

Once you finally beat Yhagoro you go on to kill Sardok in an absolutely beautiful cinematic.

## Cheats

Cheaters never prosper, but if you wish to try, here you go.

Before using any cheat you must first exit combat mode then press enter. After pressing enter type the desired command and that cheat will be enabled. They do not work perfectly; however when they do the benefit can be quite extraordinary. When a cheat does not work properly it can have some rather interesting side effects, some make you invisible even from yourself, others freeze the game. Use at your own risk.

**alreadydead** – This cheat gives you full health and Mana.

**potionsnlotions** – By using this cheat you will get extra potions, how many and which potions appears to be random, or sometimes will not work at all.

**alchemy** – While gold is of almost no value in Revenant, this cheat will give you 999,999 gold. With this much money you almost become invincible as you can buy anything you want; for instance enough potions to keep you alive through any confrontation.

**nahkranoth** – Ever wish that you could just tap those pesky enemies and they would fall over dead? This cheat lets you do that; simply use this cheat and hit an enemy once. After the enemy is hit, it dies, that simple.

**noamnesia** – Need that extra little boost in the beginning of the game? Using this cheat will raise your level to level 30.

**abracadabra** – So you want to be a magician... by the wonderful power of abracadabra you will gain all Talismans and your Mana will never decrease.

**gimmesomegrub** – Feed the hungry, help the starving. This code will give you five of every type of food.

**dummies** – If, after all of this, you are still having problems with the monsters... use this cheat and their AI will be disabled.

There is one other that really isn't a cheat... but it is a technique for gaining a LOT of experience VERY FAST. Use the nahkranoth cheat and then approach Jong. Jong will not die, however you will gain a lot of experience each time you 'kill' him and a few hits can raise your level. Be careful, however, as Jong may disappear if you do it for too long without a break.

**debug** – This cheat enables Developer mode. After enabling this cheat hit F12 to enter the editor, while in game. Here you will have access to every piece of weaponry and armor. You can also change the entire game here. The effects of this are rather profound, if you are not able to enter a door, simply enter the editor and remove it. If you want the best armor... simply put it in front of Locke. Using this cheat can effectively make Locke into a little god. Another nice thing that this cheat lets you do is simply build a level while in game. Use the editor to create a very small level, maybe just a room. Then put Locke and load up that module. From there you can run the game and use this cheat then edit the level in full screen view while you are able to run around and explore it to make sure that you like the level which you created. Quite obviously this cheat has more than a few uses.

## Easter Eggs

There really isn't much in the way of Easter Eggs that I have been able to find in Revenant, however I have had two pointed out to me and both of them are characters from classic rock.

The first of these is Jerry Garcia. When you go to the potion shop look at the guy selling potions. There are even rumors that he is smoking what he sells.

The second person that you meet in the game is Jimmi Hendrix. Standing next to the Armor shop watching the play is Jimmi Hendrix. Talk to him and he will tell you about Druhgs hiding things in the trees.

## **General Strategies**

The General Strategies section is meant to encompass every area of play, from combat to inventory Management. Below you will find useful tidbits of information geared towards making you the best Revenant that you can be.

### **Organize your Inventory**

While playing Revenant it is VERY easy to fill up your inventory to the point where it is terribly cumbersome to find anything and to navigate within it. To alleviate this problem I suggest purchasing 4 pouches in addition to your magic pouch. The first pouch I keep potions in, the second stores food, while the third and fourth store quest items and misc. items, armor, and weaponry that I might use later on. This tends to keep the main inventory screen rather clean, with only 5 pouches and some gold on it.

### **Block!**

It is rather surprising, but in this game many people who are RPG fanatics have been doing rather poorly while people who are used to 3D fighting games have been cleaning up. What is the reason for this you ask? Blocking. Pure and simple, RPG fans do not tend to block, as usually this is not an option. It is rather funny how many RPG fans had a rather hard time with Baez the Ogrok Champion, for instance, saying how you had to dodge and use magic a lot, and would not go toe to toe with him, while 3D fighting fans went right up to him and pummeled him into the ground, blocking when he attacked.



Why is blocking so powerful, you ask? Well, I do not have any official word on this, however here is my suspicion. When developing this game they made the decision to make the fighting like that of a 3D fighting game, however they did not study 3D fighting enough. Usually you have several blocks in any 3D fighting game, one to block low, one to block high, and one to block jump attacks. While you do have 3 types of attack in Revenant, there is only one block. This means, that so long as you block, it is VERY hard for an enemy to hit you via a melee strike. You simply walk up to an enemy, block, wait for him to tire out, and thrash on him, blocking when you tire out; it becomes very hard to die.

## **The Trees are Your Friends**

Druhgs are a funny little creature. They are sort of like imps, and they like to steal things. Anything that a Druhgs steals he tends to hide in trees. Because of this, when you are questing, be sure to check in every tree which has a hole in it. These trees also show up on your mini-map so it is very easy to find them by watching that rather closely.

## **Swords**

One of the rather interesting things in this game is that most every major weapon that you will encounter is a sword. For those of us who were hoping for variety, or a game where it was actually viable to use any other weapon, it has been a drawback, however it can also be used to your advantage. Throughout the game you will find various items, and not all of the best ones will be swords, however for the most part they are. To make your attack as strong as you possibly can, use a sword whenever possible and only change-up to the next best sword when you come to it, ignoring every other type of weapon you come across. While this method may not be the most fun or offer the most variety, it can be very effective.



## **Circle Your Magic Wielding Enemies**

Magic wielding enemies can be some of the most difficult to deal with because blocking will not work. When facing these enemies begin to circle them as rapidly as you are able, and you will tend to avoid their shots. Spell effects are rather slow, and unless they are a wide area effect spell they will tend to miss their target if it keeps moving. Once a spell caster has cast their spell they are very vulnerable to attack, so hack and slash away.

## **When Old in Age, You Pay for the Mistakes of Youth**

Be very careful how you use your first fifteen levels. You are able to gain two points for things like Strength or Constitution through the first fifteen, however beyond that you will only gain one. Be very frugal with these first fifteen also because they come the easiest. Putting them on Strength and Constitution the whole time until you reach level 25 can be very helpful just to guarantee that you can use all the Weapons and Armor, however you might prefer other uses for them like Mind.

## **Be Frugal With Your Spells!**

If you were to master EVERY spell which you are able to you would see your spell list clog up very easy, making it incredibly hard to navigate. While playing pick and choose which spells you will master and do not even bother with the rest. You will find it much easier to get to that all too important spell when you need it this way.

## The Walkthrough

Revenant has proved a mixed bag when concerning difficulty. While some people might get stuck on a section for days, others are not only able to play through it, but map it in less than an hour. The walkthrough found here is intended to be a guide through the various parts of the game, not the rule. While the walkthrough will take you through most parts of the game, it will not cover everything and every item. When encountering main enemies or traversing the open areas, there are many paths which one may take. However, for the purpose of the walkthrough, the most direct path is usually the one taken.

**Important Note:** The walkthroughs are based upon my experience playing Revenant. They are, for the most part, complete. While I searched every nook and cranny and even mapped some areas, I may have overlooked an item along the way. If you find any, PLEASE E-Mail me and let me know. Thank you and enjoy the game!

**Important Note #2:** The directions that I give during the walkthroughs may be cryptic, so let me explain them. When I say left or right I am referring to the way that Locke is facing, NOT your left or right. If I use directions such as North or South it is important to understand that North is the top of your monitor, while South is the bottom. East is the right side of your screen and West is the left.

## The First Confrontation: Sidious

## **Lord Tendrick's Keep**

You begin the quest in Lord Tendrick's chambers with Lord Tendrick and Sardok the wizard facing you. In a rather lengthy exchange Sardok gives you the Level 1 scroll of spells, and the Life, Soul, and Moon Talismans. Lord Tendrick gives you a red cloth shirt, a short sword, black cloth boots, and brown cloth pants. Right click on the shirt, sword, boots, and pants to equip them, and do so quickly. A monk entering the chambers breaks the exchange, and the monk proceeds to relentlessly assault you, if you were able to equip the items than they will assist you, otherwise the monk is still relatively easy to defeat. Once the Monk is defeated, the intro will finish.

Leave via the door on the SW portion of the chambers. Walk straight down the middle until you come to a guard and talk to him about the cult, he will tell you to talk to Geralt the Librarian. Then continue down the center; there is a locked chest to your right, but ignore it for now. Once you pass this walk until you see a second guard and head to your left and there will be a room with an unlocked chest. Open it and take the gold inside of it, then walk back to speak with the guard. He will give you background info, mostly about Andrea. Then walk down the stairs and head to your left, there will be a long chamber that will come to a 'crossroads' inside of the keep.

First go to your left, and then take the next 2 lefts. There will be 2 bedrooms here; skip the first but stop at the 2<sup>nd</sup>-- there are 100 gold and a Lesser Healing potion within the chest here. Then leave and turn left. Continuing forward you will pass a guard and find Lord Tendrick and Sardok. Skip talking to the guard as he does not tell you anything important. Neither Lord Tendrick or Sardok will tell you anything important either at this point, however Sardok will give you another rundown on the magic system that you might find informative.

Head back out and take your first left; next you will find a chest in a room which is locked; remember where this chest is so that you can open it when you get the Wyrmm Key. Leaving and heading to the left you will find a room with another chest; inside is 150 gold, and an apple. Save the apple for later. There is a glowing spiral of light in the room; this is a transporter, however at this time it will not work for you, so ignore it. It is important to remember this transporter because in each section of the game you will generally find a transporter that looks like this one, and stepping upon it you will warp back here. Once you warp back here from one of them, this transporter will then allow you to warp to the last place you warped from. After you take the loot from the chest, however, head back the way you came until you get back to the banister, and head down the stairs.

Going to your right you will find a guard, who you end up threatening if you speak with him, and a locked door. Heading the other way you will find a dungeon; ignore the guard and head to your left and speak to Rand. He will tell you about the priests. After you ask Rand everything that you are able to, head back to Lord Tendrick.

Lord Tendrick will now have information, as will Sardok. Sardok will inform you that Yhagoro is no god, and that he is a mad priest. After speaking with Lord Tendrick they will take Rand to be executed. This is a rather long cinematic sequence, however it is well worth the watching as it proves to be absolutely gorgeous. Yes, it is in-game animation, however it is still a wondrous sight.

You will now find yourself at the locked door. This door is now unlocked and will take you out of the Keep.

## **Misthaven**

Follow to your right and head down the stairs. You will find several crates at the bottom; inside of them you will find an orange: grab it. The first building on the right will have a chest with a rose and a scroll inside. Grab those then speak with the inhabitants. Afterwards leave and head to your right. The next building will belong to Jong, the Combat Master. It is VERY important that if you talk to him you do EXACTLY what he does, as, if you do not, you can be here for a VERY long time attempting to perfect his technique. His first move is a running stab performed by holding the R button, running towards the dummy, and then attacking with the A button. Once again, do exactly what he does or you can end up stuck here for a long time attacking the dummy because you cannot leave this area until you complete the training exercise. Once you have completed Jong's lesson, re-equip your sword, as he leaves you without it equipped.

Then walking down the stairs and heading to the first building on your right you will find the Apothecary's shop. Within you may purchase healing potions and the like. Heading up to his chambers you will find a chest with gold and 2 lesser restorative potions. Then leave and head to the item shop on the left. Within the item shop you may purchase pouches, food, a bracelet of fortune, and an ivory pendant. The ivory pendant will raise your armor class by 2, and the bracelet of fortune will raise your luck by 2. You will need to purchase both the pendant and the bracelet here; they will be of great use to you. You might also want to purchase 2 bags here, one for your potions and a 2<sup>nd</sup> for food. You will find another pouch later to hold questing items. While it is not necessary to use bags like this, if you do not you might find your inventory filling up rather quickly!

Continuing to your left you will find the library. Within you will find several books: The Church, Predatory Creatures of Ahkuilon, Magic, Warrior Clans, Military Intelligence on the Children of Change Cult, The Cataclysm, and The Trade Syndicate. There are also some Lesser Healing potions, take both the potions and the books. You will also meet Geralt the Librarian here. He will give you advice that will prove useful for reaching the caves. Further to the left you will find the weapon shop. Gina, the proprietor, will have several weapons for you here, however for now you might find your short sword to be sufficient.

Heading back past the fountain, head down the stairs. You will find some food within the various food stands. There are also several pots here; all of them have gold within them, so open them all and grab the gold. To your right you will find the gate to Mithaven, however do not exit through it at this time. Continuing to your left you will find a door, open it and you will find a stack of books that are hiding some gold. Continuing on you will find another door, and going through into the room, you will find a chest with gold and a potion. Don't bother talking to either resident, the male is prejudiced and the female is a gossip. In the second house on your left there will be nothing of value except a comedic exchange between Locke and the woman inside.

Further on you will find the tavern. Within the tavern, on the second floor, you will see a small exchange between two people, one of which is Ironhand. Pay attention to him, as he mentions that he would like to join you, but that he will not now. You will see Ironhand if you decide to play a Multiplayer game, as he is one of the character choices which you have. The first bedroom on the 2<sup>nd</sup> floor of the tavern has 2 people and a chest with some gold in it, grab the gold and ignore the two people. The second bedroom contains a chest with a pouch and some gold in it. Speaking with the people in this room will prove rather fruitless at this time as well. Now head down the stairs and speak with the drunk in

sailors clothing. This will begin your first quest, as he will mention an artifact known as the Amulet of Rogoss that the Ogroks want in trade to travel through their town to gain access to the caves to take you to the eastern side of the island of Ahkuilon. The Sailor wants the ring that he gave to a lost love of his, Harowen, in return for passage to the Island of Arakna, wherein you can get the Amulet of Rogoss. He explains that the lady locked herself into The Ancient Tower.

Going further to the left you will find a dead end with a crate of apples in it. Heading back past the staircase that you took to reach this level you will find some people watching a puppet show. Speak with the black man wearing red pants. He will explain that the Druhgs have hidden treasures and food in the trees of the forest. When in the forest watch out for ANY trees that have hollows, as you may find items within them.

You will now find yourself next to the Armor shop. Within is a locked chest and a locked door, remember to come back here when you find the Gothic Key. Purchase better armor here if you feel that you need it. Further to the right of the Armor shop you will find the house of the drunken sailor, Gus. At this point there's really nothing important in his house, just remember where it is for when you have the ring.

## **The Forest**

Once you leave Gus's house, head to the left alongside the outside of the city walls. This will take you outside of Mithaven. Follow the wall until you reach the Gates, and then head straight forward. There will be a signpost here, as well as a path. Follow the path, keeping towards the lower end of it, and making a right

whenever it allows you. You will come to Olihoot's hut this way. Speak with Olihoot and he will give you the Sky Talisman. GET THIS. After speaking with him walk behind his hut and you will find a chest with gold in it, approximately 500.

After leaving Olihoot's house head to the north; you will find a graveyard after traveling a little way. Walk into the graveyard and approach the first tomb that you see. Use the rose on the Tomb and a chest will appear to your left. Open the chest and you will find an Emerald Ring. Then leave the graveyard and head to the left, along the trail, and you will find a mini Druhlg camp. There are a few Druhlg guarding some gold and food. Kill the Druhlg and grab the food, the Druhlg should not prove to be any real challenge. Once you have killed them follow the trail to the east.

The trail will branch a little ways down the road, with signs posting the way, follow to the left towards the Druhlg camp. In a little while you will come to another sign, pointing to the Druhlg camp and to the Ancient Tower. Ignore it and continue straight ahead towards the Druhlg camp. Watch out as the first Hopper that you encounter will be along this path. After a little while longer, and after several more enemies, you will come to the Druhlg camp.

The camp is rather easily entered, and the Druhlg here pose no real threat. Once you kill off all of the Druhlg speak with the prisoner whom they have tied up on the pole. The prisoner will give you the Golden Sun Key that you need to access the tower. Once the prisoner has left, find the two chests in the Druhlg camp. They are easily noticed with the glowing fireflies that surround them. Open the one on the left and pull from it a Bone Sickle, the Level 2 Spell List, the Earth Talisman, and some gold. Afterwards head for the chest on the right and open it. Inside are Animal Fur gauntlets, an Animal Fur helmet, Animal Fur Boots, an Animal Fur



Chest Plate, an Animal Fur Leg Plate, and a Ball Racker. Equip the Animal Fur armor and the Bone Sickle from the first chest. (Until this point I still had the cloth shirt, pants, boots and the short sword equipped.)

Once you are done taking the items from the chest head back the way you came, ignore the road that leads south as the enemies along it will be a bit difficult at this level and you will head that way later.

### **The Ancient Tower**

After leaving the Druhlg camp and heading back the way you came you will eventually reach the Ancient Tower again. Using the key you will be able to unlock the door, and inside you will immediately see a chest and Harowen. Speak with Harowen and she will tell you that the key is upstairs. While this is not a lie, it is omitting a very important bit of information. The first boss, a big nasty dragon, guards the ring. After opening the chest and grabbing the gold inside, walk further into the room and speak with Morganna. She, like Ironhand, will offer up the prospect of an alliance later on. While you will not see her in this game, she is one of the character choices you have when playing multiplayer.

After you have spoken to Morganna ready yourself for battle. You might want to have at least 3 potions here, so if you do not have very many you may want to walk into the glowing portal and warp back to town to get some then come back. A nice thing about this boss is that if you need potions or something else, once you warp to Lord Tendrick's Keep, the portal will then work in reverse, so you can warp back to the tower to kill the Dragon. After you make sure you have enough potions, get the might spell ready in the first slot. The other spells will not be of as much assistance to you here as the might spell. Also ready the potions into

your auto inventory, and any meat or bread you may have, then walk onto the portal with what looks to be a hydra on the bottom of it.

As soon as you are through the portal cast might and MOVE out of the way. There are 5 chests in this room, but ignore them until you kill the Dragon. There are several viable techniques that you may use here, however I have found that circling the Dragon and striking works best. While you may have been using your joystick, gamepad, or keyboard until now, stop. The mouse works best here. Simply run circles around the Dragon, but not too close, and wait for him to spit forth a fireball. Once he does so, circle close to him and hit the attack button. Whatever attack it is, it does not really matter-- you will generally strike him faster than had you used the keyboard or anything else. After striking him he will be stunned for an instant. Once you hit him with the mouse, begin thrusting at him with the A key on your keyboard until you notice your stamina start to drop, then begin to circle him again. Occasionally you will suffer damage, so when you do use a potion or some of the food.

Once you have killed the dragon go to the Northeast wall and open up the chest on the right. Within you will find a Fenrus Collar, gold, and meat. The middle chest will have gold, lesser restorations, and the lock picks. Finally on this wall open up the left chest and grab the Lesser Mana and the gold. After pilfering these chests approach the Northwest wall and open the chest on the right and grab the Lesser Mana, and the gold. Then open up the left chest and grab the Ocean Talisman, and the Lesser Healing potion.

After looting all 5 chests in the room walk back over the transporter and talk with both Harowen and the female warrior, then walk over the swirling light transporter and you will find yourself back at Lord Tendrick's Keep.

## **The Second Confrontation: Widowett**

### **Lord Tendrick's Keep**

Since you have just returned to Lord Tendrick's Keep after a rather long journey, it is advisable to stock up on potions before leaving again. Fortunately, reaching and killing the second boss is not anywhere near as difficult as it was for the first boss, so you should not need to improve your armor or weaponry beyond the animal fur armor and the bone sickle that you got from the Druh camp. After the battle on Arakna Island you might want to improve your armor and weapons however, so the gold is better saved for then.

The first thing that needs to be done before going for the second boss is attempting to pick the locks on all the locked chests which we found in Misthaven before. Though chances are your skill will not be good enough to pick them, the practice definitely helps. Speaking with Sardok and Lord Tendrick at this point proves fruitless; they just urge you upon your way, so don't bother stopping by to speak with them.

### **Arakna Island**

Once you've completed your business in Misthaven go speak with Gus and give him the ring. Gus will take you to the Island of Arakna. Arakna is rather easy to get through, and has a wealth of items to find; you just have to be prepared for a LOT of spiders. If you pay close attention to the mini map and be careful, you

should be able to kill most every spider as you come upon them and not need to use a healing potion. You can really get a lot of gold from this area. Simply walk around the spiral fending off the spiders that you see. On this level Meteor Storm is a VERY helpful spell. It is quite simple to get 5 spiders on the screen, dodge them, and then use Meteor Storm to kill, or at least weaken, most of them.

First walk forward along the spiral; immediately on your left you will find a chest with gold in it, and then you will find another chest with a Cure Poison spell and a Tulwar sword. After finding the sword continue along the spiral again for a while and on your left you will then find a chest with Gold and an Amulet of Channeling in it. Right after this chest on your right you will find a chest with a Lesser Mana.

The next chest that you find will be on your right with a Lesser Healing, and then you will find another on your right with Woodland Gauntlets, Helmet, Chest Plate, Boots, and Leg Plate. This armor is highly comparable to your Animal Fur. The next chest is on your right and contains Gold and a Lesser Healing. Your next chest will be on your Left and contains Gold and a Cure Poison. After opening this chest look to your left again for a chest containing a Lesser Healing, Cure Poison, and gold. Finally you will be at the Transporter.

Once you get to the transporter with the pulsing light, walk onto it and it will transport you to the North. After you have transported follow straight down the path, the only way that you can go at this point. At the end of the strip of land you will find Widowett. She is a huge beast with the front end of a voluptuous female, and the back end of a giant spider. She uses magic, so be cautious, as she can summon more spiders. Fighting her is actually rather easy, however. Use Meteor Storm once you see her, and walk up to her while she's stunned. Once you get close to her, hack at her until you can't any longer, and then Meteor Storm her again. If you keep this up she will die rather expediently.

Once Widowett is dead walk behind her and open the chest that she was protecting. Inside the chest you will find the Amulet of Rogoss and the Stars Talisman.

Finally walk back to the transporter, transport, and then walk back around the spiral. There should be fewer spiders now than there were before, however you still have some opportunities to snag some easy cash here. When you get back to Gus tell him that you are ready to leave, and you will return to Misthaven.

## **The Third Confrontation: Baez the Ogrok Champion**

**Important Note:** You will need to face Baez without a weapon, so having a good hand-to-hand skill is essential.

### **Misthaven**

Once you return to Misthaven stop by the ship anchored by the harbor and grab the fruit that is in the crates on its deck. Afterwards, walk up to the Armor shop and purchase new armor. You do not need to purchase a new weapon at this time, in fact, it is better not to because you will receive a new, and better weapon when you defeat Baez. It is important to know that you will also receive some new armor from fighting within the caves. It is possible, and actually fairly easy, to defeat Baez, as well as get to the Red Platemail armor in the caves with only Animal Fur armor, it is easier if you do both of these in Chainmail.

Before venturing out it is important to drop by Jong's once again. The techniques you learn from him can save your hide in this game when you would least expect it. Once you truly feel ready, sell all weapons that you have. The reason for this is to make sure that your hand to hand skill is going to be enough to defeat Baez, besides since you receive a new weapon after defeating Baez the only thing that you have to walk through is the forest, and that is quite easy at this point in the game.

### **The Forest**

At this point it is time to head off for the Ogrok village. There is, however, one optional battle that you might want to fight at this point. At the back of the forest, by the middle of the rock face, is a Green Dragon. You will face several of these in the caves, so you will want to be familiar with them. Fighting this dragon with only your fists will do wonderful things for your hand to hand skill, and will also be good practice for going up against Baez. If you decide to do this, than be careful, because he does spit fire at you, and as such is almost impossible to go toe to toe against.

Once you are ready to head towards the Ogrok Village head straight out the gates. Follow the path for a little ways and you will come to a Y intersection; take the left branch. After a little way you will come to the bone yard, don't turn left here but continue straight ahead.

When you come to another fork, go straight following the signs towards the Ogrok Village. Following further you will come to an area where the path branches to the left many times, ignore this and keep to the right edge of the path

and follow it south along the coast. Once it turns to the right begin watching either side for chests, as there are several. You will find some earth golems here; they are rather easy to defeat, simply run up to them and hold down the F key to block. Then, once they stop swinging just repeatedly jab at them. This is pretty much the same method that you should use against Baez.

### **The Ogrok Village**

After following the path to the east for long enough you will find the gates to the Ogrok Village. Speak with the guard and he will exclaim how the Amulet of Rogoss was found and then have the gates opened. Once the gate has been opened you will speak with the Chief. While speaking to the Chief set up your inventory for the fight; you will want the Might spell readied and possibly the Fist Mastery and Swift Strike spells, along with several potions for quick use. The Chief will make you fight in the Battle Arena to be worthy of passage into the caves, and then you will find yourself standing before Baez the Ogrok Champion.

While many people have had trouble with this fight, it can be very easy if you simply go toe to toe with Baez. First cast the spells that you wish to use, then run up to him and hold F to block. Once you are blocking wait for him to strike and then begin to pummel him with jabs. While you could use another attack and jabs are not the strongest, they are much faster so you have a better chance of getting 3 jabs in than one swing. If you find that he is blocking, however, you might want to try a swing or a chop, as that will sometimes hit him. You might use several potions here, however it is not a very difficult fight so long as you know how to block.

## **The Fourth Confrontation: Soulifuge**

### **The Ogrok Village**

After the fight is over the Chief will be amazed at your abilities and then reward you with the Soul Cleaver. The Soul Cleaver is a sword capable of doing massive damage to enemies, and so should be equipped as your main weapon.

After speaking with the Chief walk behind him and a little to the North. Next to some poles hanging dead animals you will find a chest with some meat and gold. After that walk to the Northwest and you will find a chest containing gold and a Cure Poison potion.

After you pilfer these chests head towards the South and you will find a bridge. Do not cross it yet, however head to your right and you will find another chest behind a hut, within it you will find gold and a Lesser Healing potion. Then grab an apple from the crate and head across the bridge. On your immediate left you will find a chest with a band of regeneration, and the Level 3 Magic Scroll. On the right, behind the hut, you will find a chest with a lesser restoration. Continuing towards the southeastern face of the rock wall you will find the cave entrance. Open the chest on the right first and take the Lesser Mana and gold, then head into the cave.

### **The First Section of the Caves**



Once you are into the Caves it is absolutely essential that you speak with Olihoot, as he gives you the Sun Talisman. Olihoot also speaks of someone who has been helping you who is a traitor, so you might want to ask him about that.

After speaking with Olihoot walk up the stone stairs and then keep against the right wall. After making several turns, but still following against the wall on the right you will come to a dead end with a chest containing a Red Scalemail Chest Plate. Grab this and equip it. Then continue to follow the wall on the right until you come to a set of stone stairs, follow these up, and then take the next stone stairway.

Take the next stone stairway down, and follow forward and you will find a chest with a set of chairs and tables nearby. Within the chest you will find some gold, a lesser restoration, and a Cure Poison. Then take the left turn and keep against the left edge of the rock; do not climb the first set of stone stairs you see, but open the chest on the right hand side of them and grab the Lesser Mana and Red Scalemail Helmet. Then keep against the left wall and follow to the southeast.

You will then come to a very short corridor that first goes to the right, then the left. Once you enter the corridor keep to the right wall and follow forward. You will pass a little area (which is very easy to see on your mini map) that has a table and some chairs. There will be a chest by them containing Red Scalemail Boots and Red Scalemail Gauntlets. Grab these and equip them; by now you are only missing the Leg Plates to the Red Scalemail set.

Now continue to follow the wall on your right and eventually you will reach a staircase. Take the staircase down and grab the scroll that is on top of the skeleton's bones. The scroll is interesting reading, but does not actually give you

any necessary information. Then keep to the right and follow forward until you reach another staircase. Going up the staircase, keep to the right of the path.

Eventually the path will come to a Y; follow to the right and you will find a chest with gold and an orange in it. After you grab the orange go back to the Y and take the other branch (to your right). You will then head down a set of stone stairs and pass through a graveyard. At the end of the graveyard, on the right, are three coffins. The one closest to you on the right is empty, the middle one contains the Red Scalemail Leg Plate and some gold, and the one on the left has some gold. After grabbing all of this, equip the leg plate and follow to the right and you will pass into another corridor.

You will pass what looks to be the remains of a giant mouse and a large green glowing rock. Ignore these and continue on down this long corridor. At the end of the corridor you will find a doorway in the rock marked by a glowing section in the middle of the dead end. Walk through this and you will have completed the first section.

## **The Second Section of the Caves**

Walk down the stairs, then keep against the left edge. Skip the first staircase and continue onward. Take the second staircase and turn to the right immediately; enter through the door that is under the staircase. This door will take you into a little room with two chests. The chest on the right contains Silver Scalemail Boots, Gauntlets, Chest Plate, Helmet, and Leg Plate. The chest on the Left chest contains Celtic Leg Plate armor and some gold.

Leaving the room, head back up the stairs and go down the next staircase that is immediately on your left. Upon descending this staircase you will find a chest with a Cure Poison potion and some gold. Then head up the next staircase and walk to the far end and open a chest containing gold and an Amulet of Thunderbolts.

After finding the Amulet head back down the stairs and go up the next set to return, then follow the ledge along the left again and head up the next staircase you find. Now, keep to the left and you will find a chest with a Lesser Healing potion. If you continue back keep to your left and pick up a scroll.

Now, walk up the stairs. If you keep to the left there is a Teleport. Take the Teleport so that you are able to return to the keep from here. If you need to you can also return to town to purchase new potions and items. Then, return back through the Teleport and, continuing to the left, walk down the next 3 staircases. Open the chest on the right with gold and bread inside. Continue to the right and head up the first staircase, then continue on, keeping to the left, and exit through the door.

### **The Third Section of the Caves**

Once you are through the door head to the left and down the stairs. At the bottom of the stairs you will see a door leading to a room. The room has a chest with a Greater Restoration and a bottle of spores inside. Grab both, then head out of the room and back up the stairs. Now, head to your right and pass the door that you came into this section of caves from and head up the stairs past it. You will find a chest with a Greater Healing potion and some gold.

Go back down the stairs and continue further to the right; you will find a staircase to go down, then another that you will immediately ascend. Ascending this staircase continuing to keep to your right. Go up the first staircase you see and grab the gold from within it, then head back down the stairs and keep right again.

You will come to another set of stairs; go down these, then keep to your right and go down another set. If you still keep to your right you will ascend three staircases. After you have climbed these do not ascend the next, but instead head to your left and descend the stairs there. Then keep left and walk up the stairs and go into the door here.

Now keep right and you will find a chest containing Celtic Boots; grab these then continue keeping to the right and you will find some stairs. Go up the stairs, and then ascend the next two staircases. Exit through the door and keep left, heading up the next staircase. Finally you will come to a pool with a large glowing apparatus upon it. Use the bottle of spores upon the apparatus. The glow will leave it and then begin swirling around in the air and produce a staircase of mushrooms. If you go up this staircase you will find a door. Exit through the door and open up the chest outside. Within this chest you will find a potion of Greater Restoration, Enchanted Mana, and Blue Scalemail Helmet, Boots, Gauntlets, Leg Plate, and Chest Plate.

Now leave through the door and descend the mushroom staircases. Descend the next two staircases, keep to your left and descend the next three staircases.

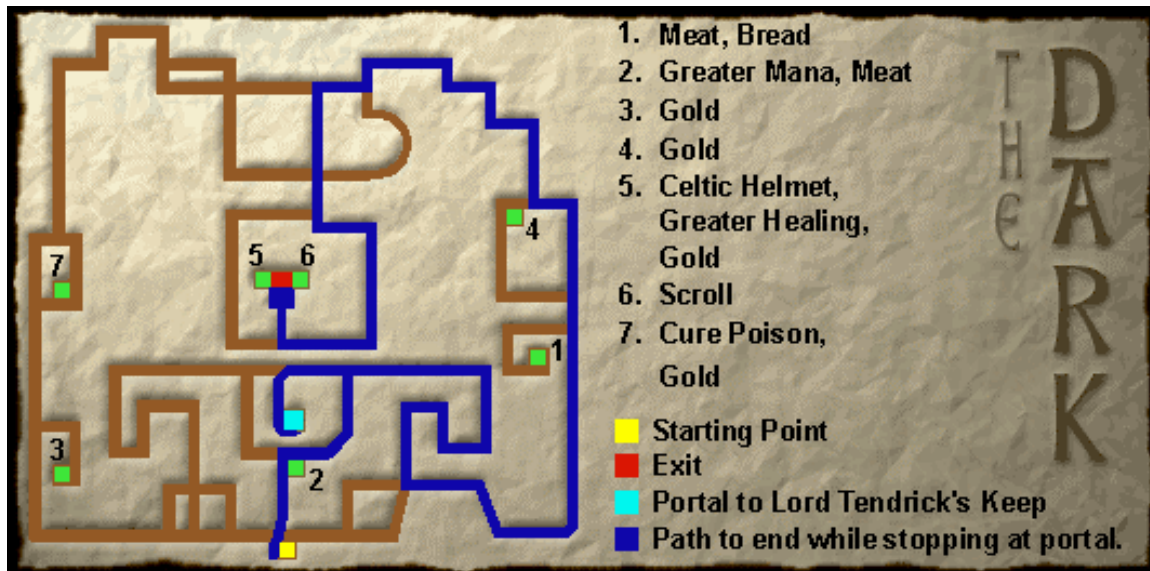
When you reach the ground floor continue to the right and ascend the next staircase. Up this staircase you will find a chest containing gold and cheese. Grab the gold and cheese, then head back down the staircase, keep to the right and walk up the next staircase you see. Now, keep left, ignore the first

downward staircase and descend the next staircase you find which goes down; head up the one that is immediately after that.

Now keep to your right and head onward. You will come to a double staircase, but ignore it for now. Continuing further you will come to a dead end with a staircase, going down you will find a chest with a Greater Mana and a scroll with the level 4 spells. Head back to the double staircase and climb up the stairs. Now follow forward and head down the next downward staircase. Keeping to your right you will find a skeleton with a scroll. Grab the scroll and walk through the door.

#### **The Fourth Section of the Caves: The Dark**

**Important Note:** Up until now the caves have been VERY straightforward with only one path that will take you from the beginning to end. This is not the case any longer, and due to the excessive problems which people have been having with the following sections, I have (with the assistance of Pezland) made a map of each section of the caves to make this as easy as possible. The walkthrough of this section will not go through every nook and cranny, but the chests that are skipped will be on the map. The maps are NOT done to scale.



This level is relatively easy IF you know where to go. Head forward and you will come to an intersection; do not go left or right but head forward. When you come to a T head to your right; this will wrap around and turn left then come to another T. Turn left and follow straight, when the path branches to the left again, follow that and you will find a transport. Take the transport so that you will easily be able to return to town if you need to; also purchase any potions or items you may need.

Once you are ready, head out again and turn right. When the path branches to the right do not take that, instead continue straight ahead until you come to a crossroads. Take the left turn and skip the next two times when the path branches to the left, unless you want to grab the contents of the two chests that can be reached.

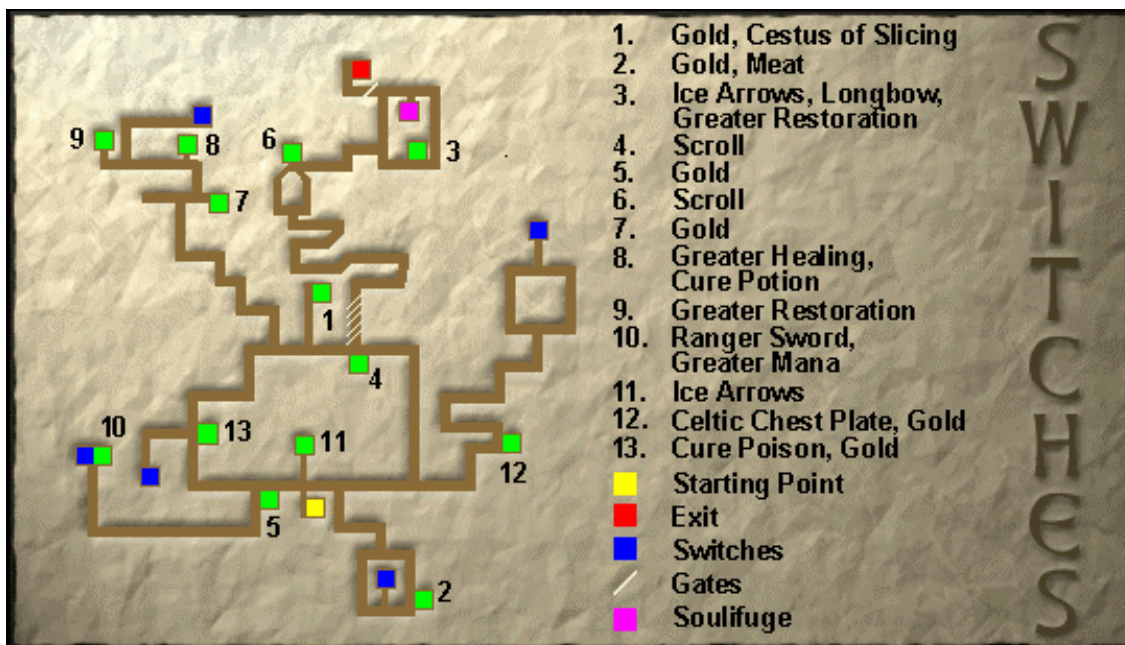
The path will eventually branch to the right. Turn right and follow until the path branches to the right again. Take this branch as well and then you will find the path branching to the left. Follow to the left and you will come to a crossroads. Go straight ahead and you will once again find the path branching to the left.



Ignore this and go straight ahead. A little further on the path will branch to the right, take this and you will find a chest and a scroll. Grab the scroll and open the chest to grab a Celtic Helmet, a Greater Healing potion, and some gold. Once you have gathered these items follow straight ahead through the door.

### The Fifth Section of the Caves: Switches

**Important Note:** This section of the caves is probably the most complicated in that you need to visit the whole thing, but you can do it in really any order you choose. Because of this, once again, I have included a map to assist you. The walkthrough for this stage will go to the left, after making a quick stop to the right. This decision is made because going to the left you get the items in an order that I feel to be more beneficial than if you go to the right. The map is also truncated in that it does not have the beginning of this section. The reason for this is because the beginning of this section does not have any twists or turns, but is very straightforward. The map starts where the twists and turns start.



Walk forward through several twists and turns keeping to your right. You will eventually find a table, some stools, and a fire. Near these is a chest with a Greater Restoration and some gold. Continuing further keeping to your right you will come to a large chamber.

Upon entering the chamber you come to an intersection; turn right. If you hug the right wall you will then turn right again when the path branches to the right. Heading down this path it will come to a T. Heading to the left you will come to a chest with gold and meat in it. Then the path will branch to the right; walk up this and flip the switch, then head back and turn to the right at the T. When the path branches to the left follow this until you come to a T. Follow to the right; when the path branches to the left do not follow this, but continue straight ahead. Eventually you will come to a staircase heading upward. Go up the stairs and continue straight ahead. Along the path will be a chest with a Celtic Chest Plate and some gold. Grab the gold and continue on.

When you come to the downward staircase go down, and then continue further. Eventually you will come to a T. Head to the right until you find a branch that goes to the right and follow it. Walk down this branch and flip the switch at the end. After flipping this switch head back. When you come to a T walk to your right until you find the branch to the right, take this branch and walk up the next staircase you find. Then continue and walk down the next staircase and go past the branch to the right when you come to it.

You will next find a branch to your left; skip this and continue to the crossroads. Take the right branch when you come to the crossroads, and walk up the first staircase and then down the next staircase and open the chest that you find. Pull



the Ice Arrows from this chest and then head back up the staircase and down the next. When you come to the crossroads again head to your right.

You will find a path that branches to your left; take this and open the chest with the gold in it. Then continue further and you will find another switch and a chest containing a Ranger Sword and a Greater Mana. Once you grab these go back until you come to a T. Head to the left until you find another branch that goes to the left. Before going to the left open the chest here and grab the Cure Poison and the gold. Then head to the left and flip the switch at the end of this path, and head back.

When you come to the T, head to the left until you find a branch that goes to the left. This is a rather long path that has a T at the end of it. If you go to the right you will find a chest with some gold and a staircase. Climb the staircase and go forward. You will find a chest with a Greater Healing and a Cure Poison in them, then turn back and follow the branch to the right.

You will find another branch to the right here, but skip it first and open the chest containing the Greater Restoration. Then go back until you come to a branch to the left. Follow it and go up the staircase. At the end of this stretch you will find a switch. After flipping the switch follow back down the stairs, turn to the left when you reach the T, and then right when you come to the next. Follow down the stairs then turn right at the T, and left when you find a branch to the left. After a long trek back you will come to a T.

Follow to the left until you find another split branching to the left. At the end of this branch you will find gold and a Cestus of Slicing. After pulling these items free, head back and turn to the left when you reach the T. Going forward you will come to another T. Grab the scroll on the ground here.

You are nearly through the level at this point. Turn left and walk past the five open gates, walk then go straight until you come to a Y. Take either branch and go down the first staircase, then up the second. Turn right along the path until you find a staircase. Go up it and then continue until you come to another. Ascend this staircase as well and go until you see the big room.

Finally we reach the chamber of Soulifuge. This enemy has been very difficult for some, yet is rather easy if you are careful. The first thing to do is walk in and keep to your right. In keeping to your right you will find a chest; open the chest and take the ice arrows, Greater Restoration, and longbow. This confrontation does not begin until you walk toward the Northwest side of the room. Set up any items that you think might be useful, and get the Swift Strike spell available. You might want to practice shooting an arrow and then switching to combat mode, then switching back to bow mode and firing another arrow as quickly as possible here. Once you feel ready walk to the Northwest and you will meet Soulifuge.

The first thing to do is to shoot Soulifuge with an Ice Arrow. After Soulifuge is frozen cast Swift Strike. After casting Swift Strike begin to jab at Soulifuge. While jab does not do the most damage, it is quicker than the other attacks and so Soulifuge has less of a chance attacking you. Once you realize that your stamina is getting low switch to your bow QUICKLY and shoot at Soulifuge. Once you shoot at Soulifuge repeat the same process again as needed. It should only take 5 or 6 repetitions.

Occasionally you will not be able to shoot Soulifuge quickly enough and he will jump up into the air. After jumping into the air Soulifuge will either drop several spiders or fall back down. Watch the shadow around Locke so that you know when to move, and make sure to have your bow ready so that you can shoot

him. If spiders fall, switch to your sword and dispatch them as quickly as possible and re-equip your bow so you will be ready when Soulifuge drops back down.

After you kill Soulifuge you will see a key. Grab the key and use it on the door at the far Northwest point of the room. Once you are through the door continue forward and you will find the exit to this section of the Caves.

## **The Fifth Confrontation: Jhaga**

### **The Sixth Section of the Caves: The Queen's Statue Room**

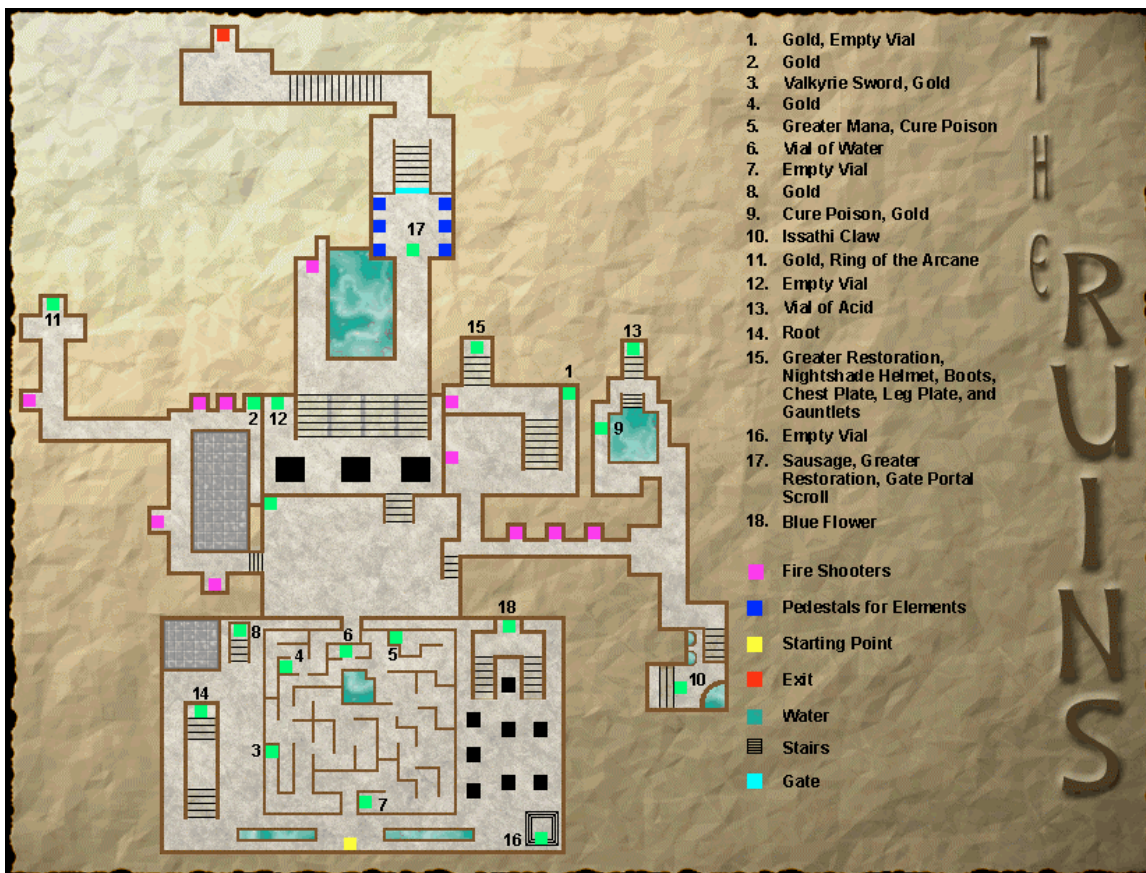
Upon entering this room you will be caught-up in a dramatic sequence of Locke's memory. After the cinematic walk up the stairs and open the chest. Within it is the Level 5 Magic Scroll. After opening this go to the Northeast wall and on the far left will be a chest with Greater Mana, Greater Healing, and a spirit pennant. After grabbing these items head to the far right end of this wall and you will find a chest with gold in it. Then head through the opening in this wall and you will meet up with Sardok.

Sardok will request that you return to Lord Tendrick's Keep. Do so by going into the transporter on your right. After going back and speaking with Lord Tendrick and Sardok purchase any items you may need and head back to the Transporter and return. After you are back through the transporter you will find a door. Walk through the door and leave to the Ruins.

## Outside the Ruins

Walk forward and over the bridge. Then head forward and to your right and you will find another bridge; cross this and you will find Nararro. Nararro speaks of an alliance, however you will only see him again if you play multiplayer.

## Within the walls of the Ruins



Walk into the gate and head to your left; when you reach corner you will see a staircase. Walk up the staircase and then up the next and you will find a chest

with root in it. Grab the root and head back down the two staircases and follow along the wall again. Eventually you will find another staircase. Go up the staircase and open the chest on top with the gold. Then head back down the stairs and go back the way you came until you find the entrance to the ruins.

Now, head to the right of the opening and go forward until you come to the corner. At the corner you will find a chest, within this chest is an empty vial; grab the vial. Now drag the root onto the vial to put it inside the vial and keep the vial with root inside of it. Then continue against the right wall until you see a staircase. Go up this staircase and then up the next one. If you follow against the right wall you will find a chest with a blue flower. Then continue to the right and go down the two staircases and continue back to where you entered the ruins again.

Turn to your right and you will enter the Maze. Walk forward and take your first and second lefts. This will put a chest on your left containing an empty vial; grab this vial and face away from the chest. Walk forward, skipping the first 2 chances to turn left and turn left when you reach the corner; walk forward until you are faced with a wall, then turn left, then right, then left, then right again. Walk forward and do not turn to your right, but take your second left. Take the next right, and then when you come to the wall turn left again, and then left when you reach the corner. You will now face a chest containing a Greater Mana and a Cure Poison potion.

Now, turn away from the chest and walk forward. Then take your next right and the next right after that. Walk forward, when you come to the crossroads go straight ahead and when the fountain is on your left you will see a chest to your right. Open this chest and grab the Vial of Water.



Face away from the chest and turn right, then follow as it twists left then right again. Ignore the turn to the right for now and turn left. Then walk forward, ignore the first left turn, and when you come to a crossroads turn left, then follow as it twists left. Ignore the next left turn and continue until you come to a T; turn right and right again at the corner and you will find a chest containing a Valkyrie Sword and some gold. Grab these and face away from the chest.

Now walk straight, turn left at the corner, and when the maze branches to the left follow in that direction. Ignore the right turn and turn left when you are able, then take your very next left. Don't turn right when you are able but walk forward, follow as it twists left, and then take your very next left turn. Open the chest on your left and grab the gold. Now face away from the chest and walk forward, ignoring the left and right turns and twist left when the path does, then right, then left again. You are now out of the maze.

Once you have exited the maze you will find yourself in the graveyard. Head to your left and follow up the first staircase you see. Along this path, as with many others, you will pass a statue that shoots fire at you. These have been noted on the map and are something of a pest. While at this point in the quest they do not deal devastating damage, it is still best to avoid them. Walk forward and follow the right turn. When you come to a T head to your left. At the end of this passage is a chest with Gold and a Ring of the Arcane.

Face away from the chest and head back, the path will branch to the right, but ignore that for now. Follow straight ahead and when the path turns to the right do not follow but open the chest on your left then turn around and follow back out the way you came. Eventually the path will branch to the left; follow that and you will come back out in the graveyard. If you head to the north corner of the graveyard you will find a tomb with a bone in it; grab the bone and stick it in an

empty chest. Now head to the southeast corner of the graveyard. You can get there by following along the wall on your left and skipping the first staircase.

Ascend the second staircase you find and then follow forward until the path branches to the left. Follow to the left and then keep against the right wall. You will see a staircase, but ignore that for now and you will find a chest with gold and an empty vial in it. Then head back and climb up the staircase on your left. Once you are up the stairs keep to your right and you will find another staircase with a Greater Restoration and a set of Nightshade armor including a Helmet, Boots, Chest Plate, Leg Plate, and Gauntlets.

Head back the way you came now, down the stairs and down the next set. Now keep the wall in front of you on your left and you will eventually come to a T. Take the left turn but keep to the right side of the wall to avoid the fireballs. Once the path comes to a T again turn to your right. You will eventually come to a staircase and a chest containing an Issathi Claw. Grab the claw and head back up the stairs.

Following along the path you will see a branch to your left; ignore it and head straight. You will enter a room with a pool in it. On the far end of the pool is a chest with gold in it. At the top area of the room, if you keep against the right wall you will come to it, is a chest atop some stairs containing a Vial of Acid. Grab the vial and walk down the stairs, then keep against the wall on your left and leave the room.

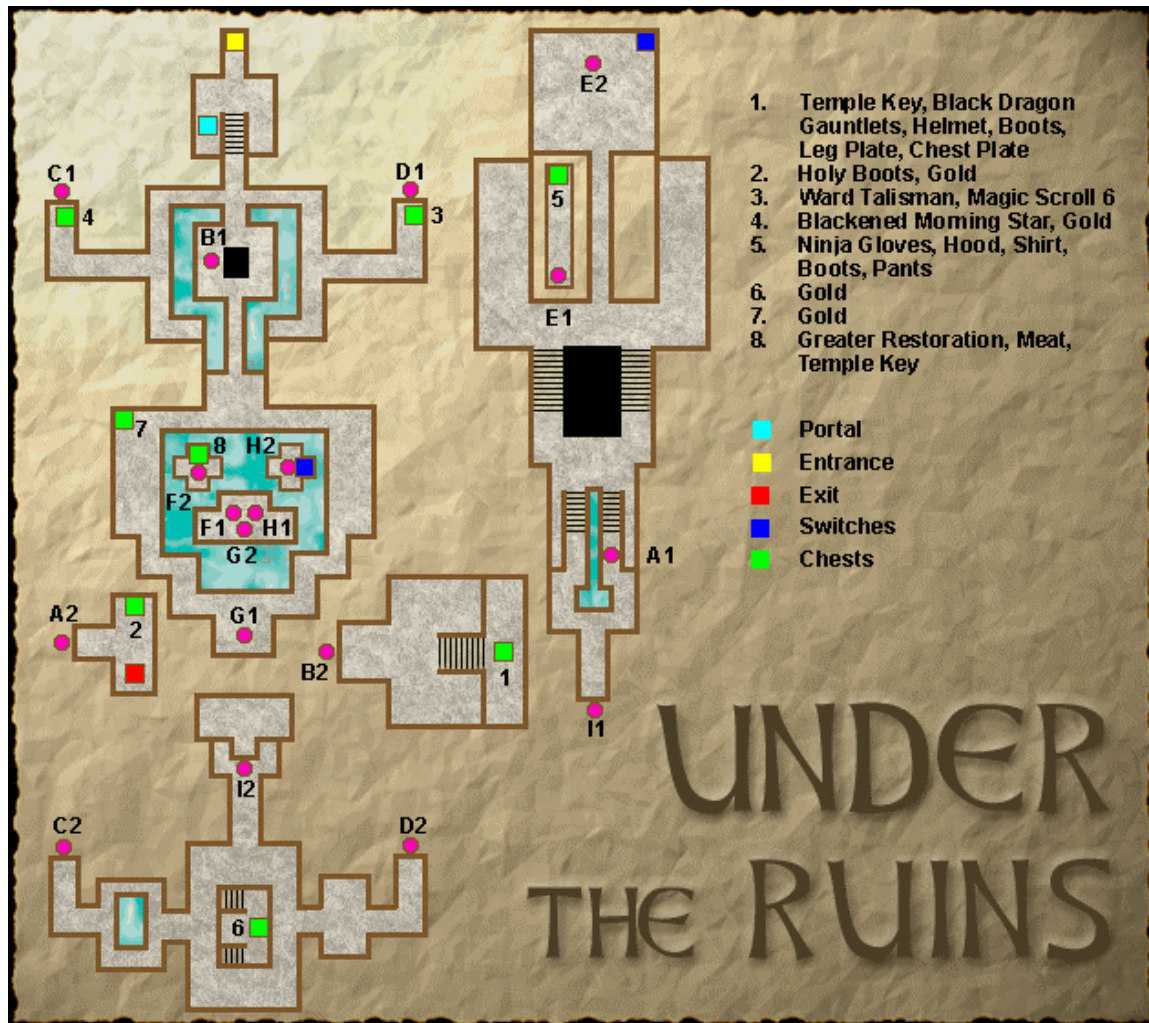
When the path branches to the right follow and skip the next branch to the right. Walk down the stairs. Then keep to your right and ascend the next staircase you see. Once you are up the stairs keep left and you will find a chest containing an empty vial. Grab the empty vial and head up the stairs that are next to the chest.

Once you ascend the stairs you will find a pond with two walkways on either side of it. Follow up the walkway on the right and you will find a chest containing Sausage, a Greater Restoration, and the Gate Portal Scroll. Read the scroll if you like; otherwise make sure that you have a vial of water, vial of acid, vial of root, vial of Issathi claw, vial of bone, and a vial with the blue flower in it. Put each one of these onto the 6 pedestals in any order and the gate will open.

Once the gate opens, walk up the stairs and walk straight ahead and up the next staircase. After you are up the stairs you will be able to exit this section via a door on your right.



## Under the Ruins



This level is far from straight forward, and many people have missed the exit simply because it is so obvious.

When you start this level walk forward and then down the stairs. If you need to go back to town there is a portal on your left, so you might want to grab some potions and check your armor and weaponry against the latest and greatest. Once you are ready continue down the stairs until you are at a crossroads. At

this point do not go either left or right, but follow straight ahead. You will come to a room, but ignore it for now and continue forward.

Eventually you will come to a T, facing the water. Go to the right and you will find a chest in the corner. Within this chest is some gold; grab the gold and continue on. When you come to the lowest area in this room you will see a portal; take the portal and you will find yourself on an island in the middle of the room. First take the portal on the right. Through this portal you will find a switch. Flip it, and then go back through the portal and through the portal on the upper left. You will now see a chest containing a Greater Restoration, meat, and a Temple Key. Finally go back through the portal and then through the lower portal.

Now keep along the right wall and when the path branches off to the right take it. You will pass the same building you did before, but skip it again for now and continue forward. When the path comes to a crossroads take the right branch. Follow until the path branches left and turn left. You will find a chest with the Ward Talisman and Level 6 Magic Scroll, grab these and open up the door in front of you.

Once you are through the door head forward. The path will branch to the right and left; follow to the right and take the next right as well. Going forward you will find yourself at the entrance to the Temple. Use the first temple key and walk forward. When the path branches to the left and to the right. Take the right path and follow forward. There will be a door on your right; ignore it for now though remember where it is because this is the exit.

Eventually you will be up the stairs and the path either goes forward or branches to the left. Follow to the left and when the path goes to the left or right go left and

then take your first right. At the end of this stretch you will find a switch and a portal. Flip the switch and take the portal.

Walk forward and you will find a chest with Ninja Gloves, Hood, Shirt, Boots, and Pants. Grab these and head back down the path and through the portal. Now leave the room and when the path branches to the left and right follow to the right and take your first left. Walk down the stairs and when the path goes forward or to your left follow forward down the stairs. When you are at the bottom take your first right and exit the Temple.

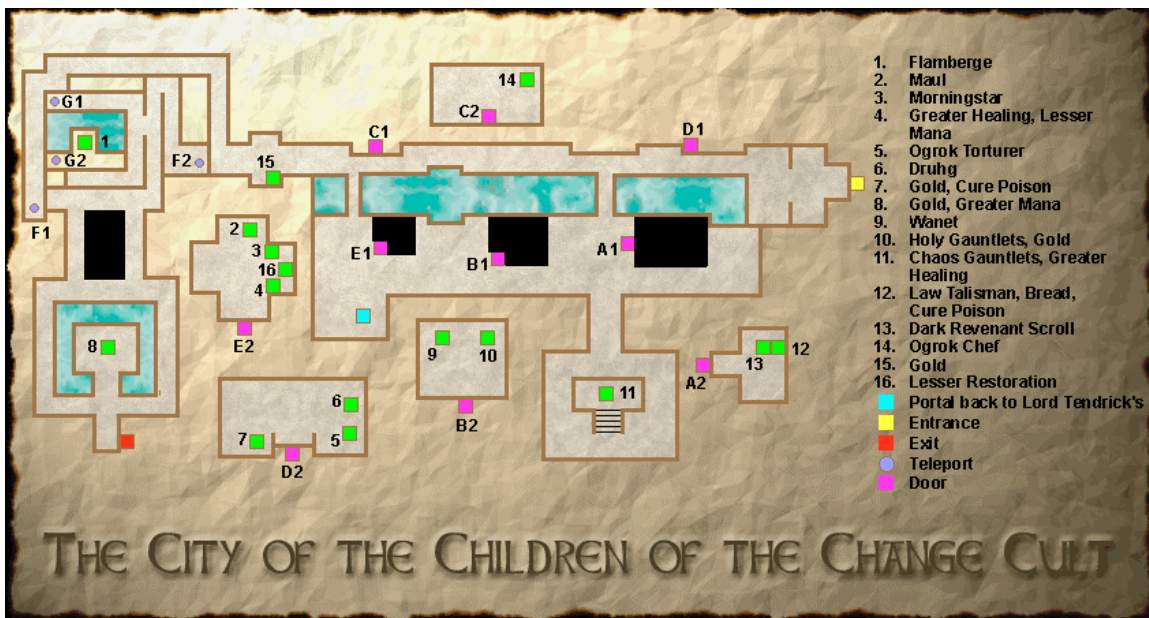
Now follow forward and take your first left. You will see some stairs on your left; ascend these and grab the gold from the chest, and then head back down them and go straight ahead. Eventually you will come to a T, take a left, then your next left, and you will come to some stairs. Ascend the stairs and open the door.

When you are through the door open the first chest you see. This contains a Blackened Morning Star and some gold. After grabbing these, walk forward and you will come to a T. Follow to the left and when you come to a crossroads take your first right. You will find a building here; the door is now unlocked so open it and enter. Before you will be a set of stairs with a chest on top containing a Temple Key, Black Dragon Gauntlets, Helmet, Boots, Leg Plate, and Chest Plate. Grab these and head back down the stairs and out of the room.

Now take your first right, and the next left. When you come to a crossroads go to the right, and take your first left. Open the door and go through it. Walk forward and take your next two rights. Eventually you will see the Temple again; open up the door and walk forward.

Turn right at the first T, and continue forward until you see a door on your right. Open up this door and walk through it. On the other side you will find a chest containing Holy Boots and Gold; grab both and then go through the portal.

## The City of the Children of the Change Cult



Walk forward past the gates and keep to your right. The first door that you come across will lead you to a room where there is a Druh being held captive. Ignore the Druh and the Ogrok Torturer and go to your left and open the chest containing gold and a Cure Poison, then leave the room.

Once you exit the room keep to your right and take the first bridge over the water, to your left. Once you are over this bridge turn to your left and enter a building with a chest containing the Dark Revenant scroll, and another chest containing the Law Talisman, bread, and a Cure Poison. Then exit the room and turn left.



Walking forward you will find a corridor. Follow down the corridor and keep to your right when you come to a T. You will see a staircase. Ascend the staircase and open the chest and grab the Chaos Gauntlets and the Greater Healing. Now walk back down the stairs, take your next two lefts and walk back out the corridor. Keep to the left wall and turn left when it does.

You will find a room with a chest containing Holy Gauntlets and a Greater Healing. Inside of this room will also be a person calling himself Wanet. Wanet will tell you that he is working against the cult, but talking to him really changes nothing so after you have spoken with him leave the room and continue along the left wall.

A little further and you will find a portal. This portal, like all of the others that look like it, will take you back to Lord Tendrick's Keep, so return there if you need supplies. Once you are done at the keep walk into the building that is just to the Northwest of the portal. Inside you will find four chests. The first chest contains a Greater Healing and a Lesser Mana. Within the second chest you will find a Lesser Restoration, and a Morning Star can be found in the third. The fourth chest contains a maul. After you have gathered these items, leave the building and keep to your right.

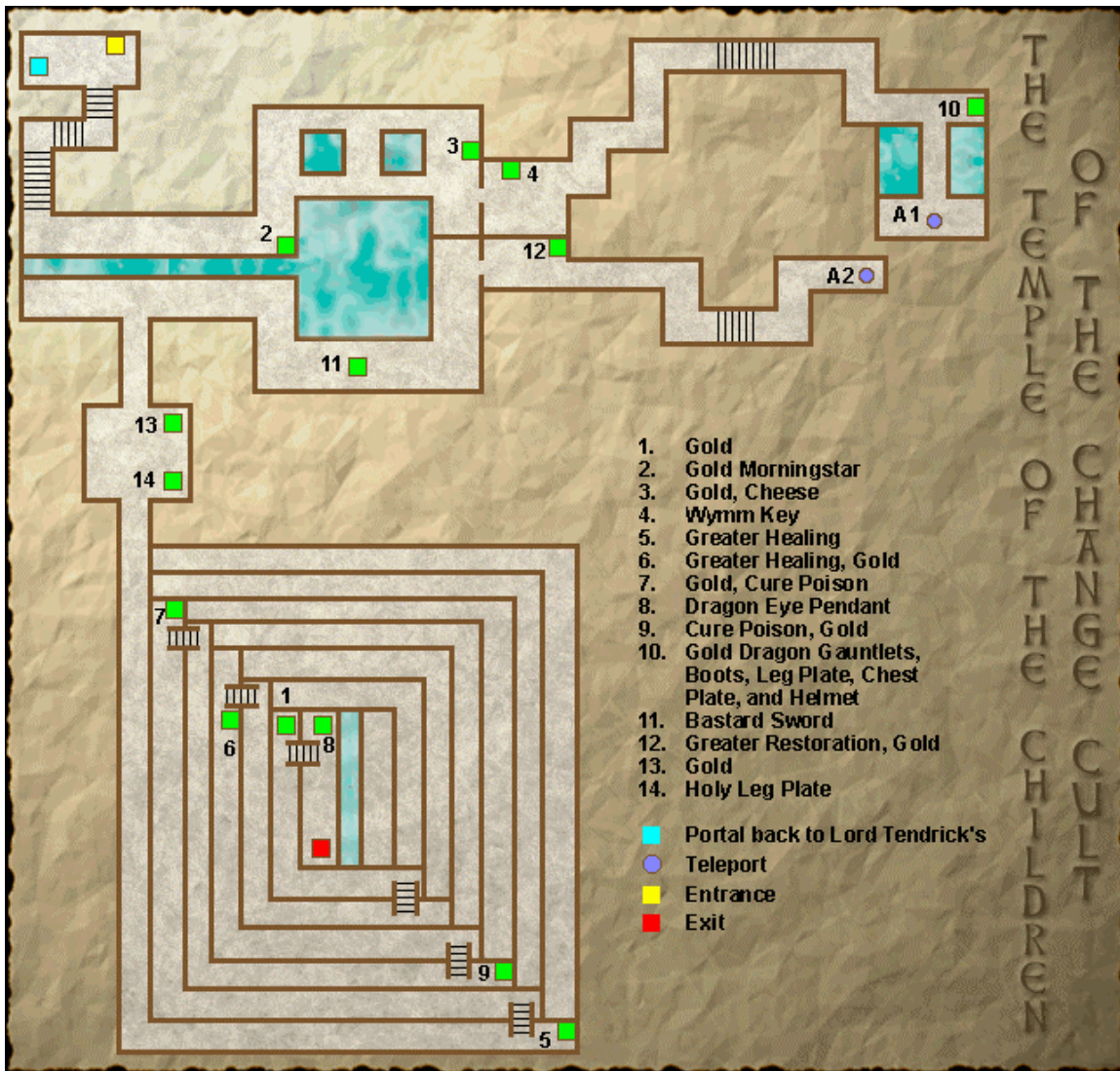
Walk across the bridge that you encounter and walk forward into the door in front of you. Within you will find a cook who expresses his desires to leave, but he explains that he can't because of the mind control that is used upon slaves.

After speaking with the chef leave and keep to your right. You will find a chest on your left containing gold; grab the gold and then continue along the wall on the right until you come to a portal.

Following through the portal you will find yourself near where you found the last chest. If you follow to your left then after turning left twice the path will eventually branch to your right. Follow to your right and at the T turn right again. You will come to a portal; take the portal and you will find a sword on a pedestal. Grab the sword, which is actually a Flamberge.

After grabbing the Flamberge head back through the portal and then walk forward and keep to your left. The path will branch to the left; take this and then at the T turn to your right. Keep to your right and when the path branches to the left turn left. Eventually the path will come to a T. Follow to the right and open the chest and grab the gold and Greater Mana. Now leave back the way you came, and at the crossroads go straight ahead and exit this section of the map via the door on your right.

## Temple of the Children of the Change Cult



When you have come through the door on your right will be a portal. Return to Lord Tendrick's to replenish any supplies of potions that may be lagging and then return. Now walk down the three flights of stairs and then turn to your left. Walking forward you will find a chest containing a Golden Morning Star. Then walk forward and take your first right. Ignore your next left and walk forward and

at the T you will find a chest containing gold and cheese. After grabbing these head through the nearby door.

Once through the door you will find a Wyrmm Key in the closest chest. After you grab the key you can either continue forward or run back to the beginning of this section and warp back to Lord Tendrick's Keep and open up the locked chest by the bed in the room next to the warp room. Once you are ready to continue forward move on and go up the stairs, which you come to. Eventually the path will branch right; take the right but first open up the chest containing Gold Dragon Gauntlets, Boots, Leg Plate, Chest Plate, and Helmet, which lie before you. Head through the portal. After you have traversed the portal continue forward and go down the first set of stairs that you come to, then open up the chest on your right, a little further down.

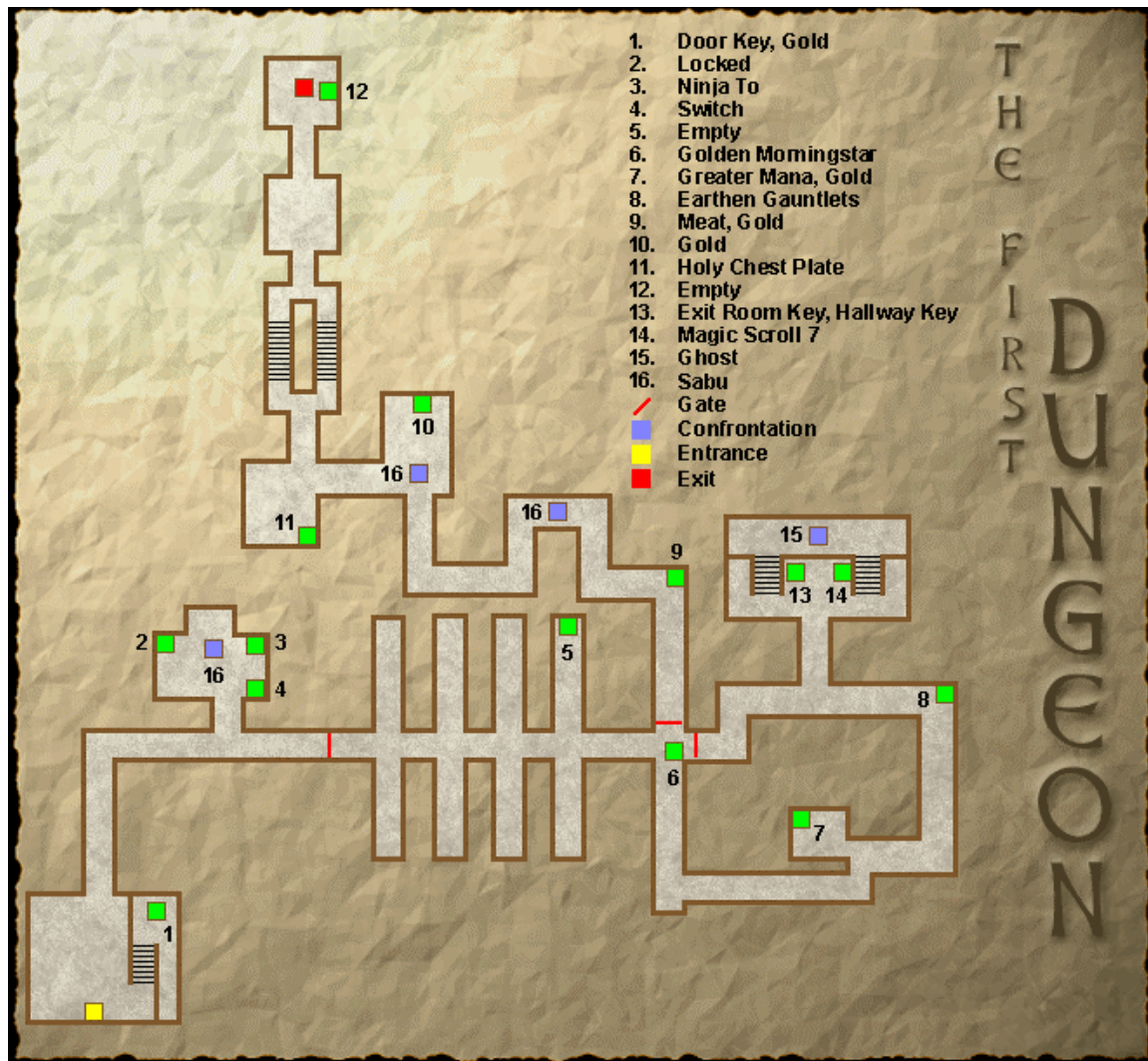
Grab the Greater Restoration and gold from the chest and follow through the door to your left. Further down you will find a Bastard Sword lying in the open; grab the sword and continue until the path branches to your left. Take the left and you will find two chests, the first containing gold and the second containing Holy Leg Plate.

Continue forward now for quite a long way, and turn left when the path does; at a dead end you will find a Greater Healing. Grab that and then head up the stairs that are next to it and, following forward, you will find another chest with gold and a Cure Poison next to another staircase. Head up the stairs and walk forward again until you find a chest with yet another Cure Poison and some gold. Grabbing the gold, go up these stairs, open the chest you find containing a Greater Healing and gold, and head up the next staircase, then walk forward a ways, go up the next staircase, and walk some more to your left.



Eventually you will come to a chest containing some gold; grab the gold and head up the stairs and open the chest containing the dragon eye pendant. After grabbing this you are a hop skip and a jump away from the next portal away from this section.

## The First Dungeon Level



After you have come through the portal walk up the stairs on your right and you will find a chest containing gold and a door key. Use this key on the door in this room and walk through into the corridor. Heading down this corridor you will find a room on your left. Within this room you will find a Ninja To, a switch, a locked chest that I have been unable to open, and Sabu.

After speaking with Sabu leave the room and head to your left. In front of you will be a gate that will be unlocked if you have flipped the switch after meeting Sabu. You will come to an intersection when walking forward; go straight. Go straight at the next three intersections and you will come to an open gate, walk through this and you will see Sabu again who will leave through a locked gate.

You will now be at an intersection of locked and unlocked gates. First open the chest in this room with a Golden Morning Star and head to your right and you will eventually find some Ogroks who are speaking with each other. Kill them and take the Greater Mana and gold from the chest in the room they were in. Then head onward and you will pass a chest with earthen gauntlets and eventually come to a place where the path branches to the right.

Follow to the right and you will have a quick exchange with a ghost. After speaking with the ghost loot the two chests containing the Level 7 Magic Scroll and the exit room key and the hallway key. You will also have the Wolfsbane Pendant after speaking with the Ghost.

Leave the room and, when you reach a T, turn to your right and open up the door with the exit room key and you will come to a crossroads. Then turn to your right and open the door with the hallway key. Follow forward and you will find a chest containing meat and gold. Then further you will run into Sabu yet again.

After your confrontation with Sabu's minions continue forward until you see Sabu. After seeing Sabu this time you will find a chest with gold and an exit to your left; follow to the left and grab the Holy Chest Plate from the chest in the next room.

Following to your right you will come to a T. Turn right and walk up the stairs, then when the path branches to the right follow it and walk forward. You will find a portal in a room with an empty chest; walk through the portal.

### The Second Dungeon Level





After you have transported through the portal walk forward and take your first left. Then skip the first right and take your second right. The second right will take you to a dead end with a chest containing the Gothic Key. Grab the key and then head back and, when you come to a T, take your first right.

Walk forward until the path branches to the left, then walk to the left and go until the path comes to a crossroads. Following to the left you will find a chest with gold and an Enchanted Restoration. Take these, then head back and when you come to the crossroads turn right.

When you come to a T walk to your left and take the first left you come to after that. You will come to a T; on your left is an empty chest but to your right is a chest containing a Holy Helmet and an Enchanted Restoration. Grab both of these and head back and when you come to a T turn to your left. Skip the first turn to the right and continue until the path turns to the left. Take the turn to the left and then take your first right. If you were to not turn right and continue forward you would find a chest with a Cure Poison and meat, but we will skip this.

Walk forward and when you come to a crossroads do not turn but walk forward. When you come to a T turn to your left and eventually you will find a staircase. Walk up the stairs and turn to the right and keep against the right edge. The path will branch to your right. Following to the right you will find a staircase with a chest on top containing an Enchanted Healing and a Greater Mana.

After you have pilfered the chest, walk back and when you come to a T turn right. The path will eventually branch to the right down a staircase; do not go down the stairs but continue forward and you will come to another staircase. Ascend the stairs and the next two staircases and you will find a chest containing a Greater Restoration and a Greater Mana. After you have grabbed these head back down

Descending the stairs and walking forward you will find another staircase. Descend these stairs as well and then turn to your right. Ignore the first turn to the left up the stairs and continue forward. You will come to a crossroads. If you head to the right you will find a chest with gold, then continue forward and you will come to a crossroads. Walk forward and you will find gold and a Greater Mana. Then head back the way you came and when you come to a crossroads on the right there will be a chest containing gold; grab this and then head to the left and you will find Sabu yet again. Sabu will warp you to the Slave Camp.

**THE SLAVE CAMP**

- Shegra
- Slaves
- Exit/Jhaga
- Entrance
- Portal back to Lord Tendrick's
- Door back to the Dungeon
- Door needing Shegra's Key

After you arrive in the Slave Camp walk forward. You will pass doors on either side of you and come into a large chamber. On the other side are five slave Druhgs; speak with them and then walk through the passage between them. Eventually, after ascending a staircase and then descending two the path will branch to your left. Turn left and you will meet Shegra. Speak with Sheri and she will give you a key and a dagger to kill Sabu with for a kiss. Once you have spoken with Sheri leave the room and turn to the left at the T.

### **The Second Dungeon Level**

You will come to a dead end with a door; open the door with the key from Sheri and you will see Sabu. Locke will automatically kill Sabu. After Sabu is dead dispatch his protectors and open the two chests. One contains gold and bread while the other contains gold and meat. Once Sabu is dead walk back through the door and return to the Slave Camp.

### **The Slave Camp**

Now walk forward and skip the turn to the right. Ascend both staircases and then descend the next one you encounter and continue forward. If you walk further you will eventually return to the chamber that the slaves are in. Speak with the slaves and then leave the chamber via the door on the far side. When you come to the doors on either side open up the doors on your left with the key from Sheri and you will see a portal. Walk through the portal then through the long stretch and ascend the stairs and continue through the portal on the far side.

You are now in a room with Jhaga on the far end; prepare yourself for battle and walk forward. A small exchange will take place between you and Jhaga, then he will proceed to attack. Jhaga's form of attack consists of summoning Dark Revenants and warping between the far corners of the room, casting fireball, and the middle where he casts Fire Wind.

To beat Jhaga simply wait for him in the middle and dispatch any Dark Revenants which he summons. Before Jhaga warps to the middle cast Swift Strike and then swing and chop at Jhaga as much as possible. Eventually he will warp away. When Jhaga returns, repeat the process.

## **The Sixth Confrontation: Yhagoro**

### **The Lair of the Nahkranoth**

After you have beaten Jhaga you will find yourself in the Lair of the Nahkranoth. You will have another vision of Andria, and then awaken. Walk forward until you come to a T. Before turning to the right you open the chest containing gold, an Enchanted Healing, and the Level 8 Magic Scroll. Continue forward and you will, after several twists and turns, come to a chest containing an Enchanted Mana.

Walk back the way you came and ignore the branch to the left as well as the stairs to your right. You will find a chest containing an Alpha Gem Necklace and some gold. On the chest will be a chest containing an Enchanted Restoration and some gold.

Finally return to the stairs and ascend them, as well as the next staircase. You will find yourself on a platform with a few more stairs to ascend; upon these you will receive the Nahkranoth Armor... with the exception of the Helmet.

## **The Forest**

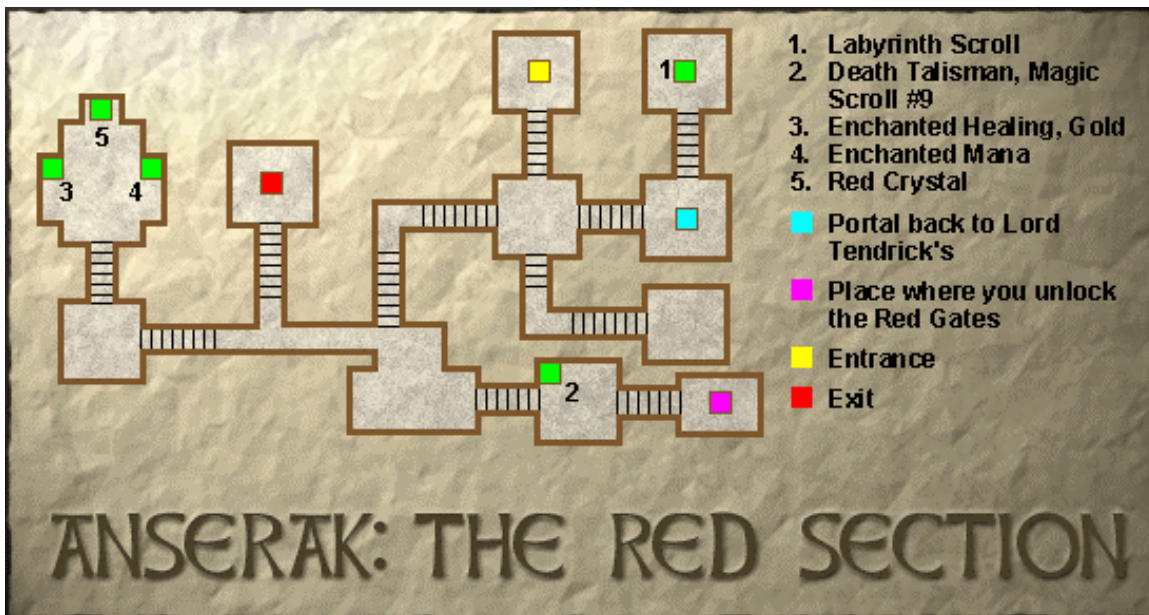
You will then find yourself standing in front of Olihoot. Olihoot will begin to explain some of the storyline until Sardok appears and kills Olihoot. Sardok will request that you meet him at Lord Tendrick's Keep where he kills Lord Tendrick and warps you to Anserak.

## **Anserak: The Red Section**

Finally you reach Anserak, your old home. As fire licks about you, you push on; you must save Andria.

**Important Note:** Due to the complexity I will ignore stairs in the walkthrough of Anserak and stick to turns and twists. I will also ignore MANY of the chests in Anserak that are of no true value. It is also important to know that you must complete each section as you get to it, putting the Crystal where it belongs before you go onto the next.



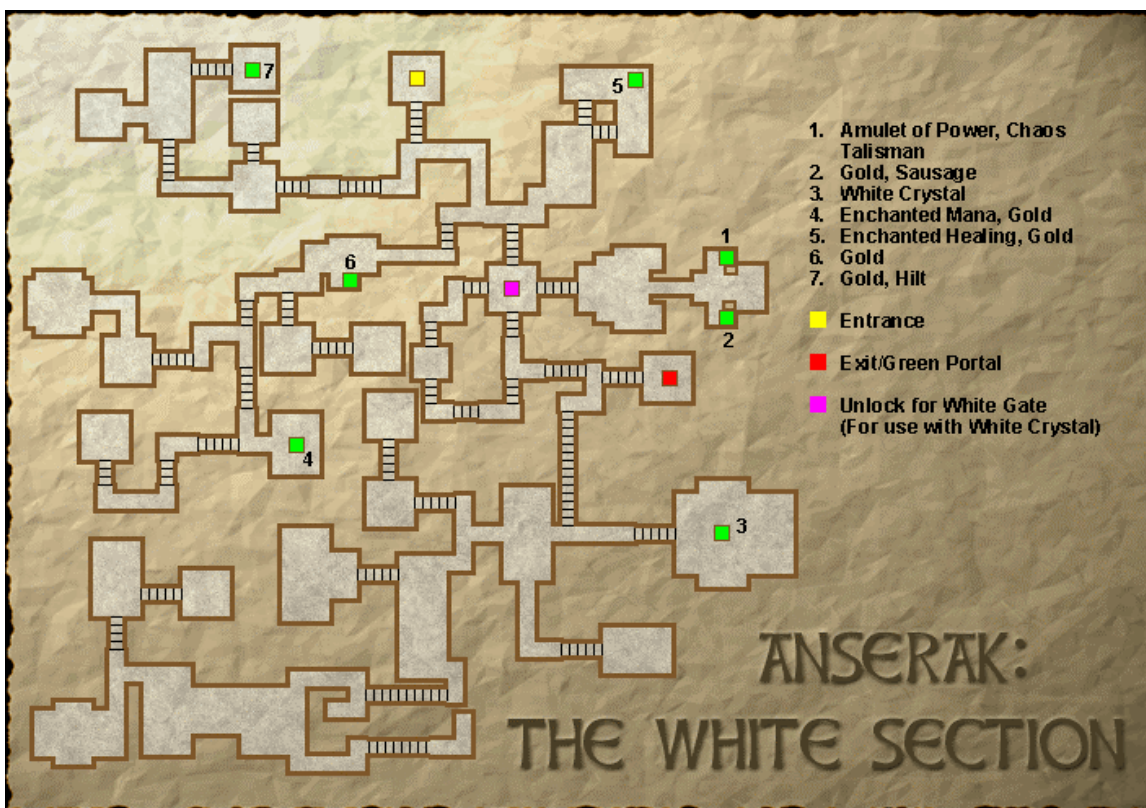


This is the shortest section in all of Anserak, and is very straightforward. When you begin, walk forward and you will come to a crossroads. Turn to your left if you feel the need to return to the Keep, otherwise turn to your right. The path will twist to the left, and then will branch to the right. Turn right and skip the next turn to the right. Eventually you will find three chests; the one on the left contains an Enchanted Healing and Gold, the middle has a Red Crystal, and the one on the right contains an Enchanted Mana.

After grabbing these, walk back and ignore the path when it branches to your left. Again the path will branch to your left but ignore it and follow forward. Eventually you will pass a chest containing the Death Talisman, and the Level 9 Magic Scroll. After grabbing these continue forward and you will automatically use the crystal to open up the Red Gate.

After unlocking the red gate head back the way you came. Skip the first turn to your right but take the second. You will see a White gate in front of you; follow through it.

### Anserak: The White Section



Walk forward and when the path branches to the left ignore it and continue onward. Eventually the path will branch to the right, ignore this as well as the next branch to the left. Eventually you will come to a chest containing Gold and a Hilt. The Hilt is the first part of the sword Angsaar.

After grabbing these walk back out and skip the first turn to your right, as well as the next to your left and eventually you will come to a T. Turn to your left, and

then take the very next right. You will find the place for the White Crystal. Turn to your left and head forward. You will eventually find two chests. The one on your left contains the Amulet of Power and the Chaos Talisman, while the one on the right contains Gold and Sausage.

Open up both chests and loot the items inside then head back to the place for the White Crystal. Now turn to your left and follow to the left the next time that the path branches. You will next see the path branch to the right; follow in that direction until you come to a T.

Take the left turn and you will find a chest containing the White Crystal. Grab the crystal and head back and take the first turn to the right. Follow forward until you come to a T, and turn left. Taking your very next right you will use the White Crystal to open up the White Gate.

After opening up the White Gate head back and take your first left. Ignore the next branch to the right and you will come to a Green Gate. Walk through into the Green Section.



### Anserak: The Green Section



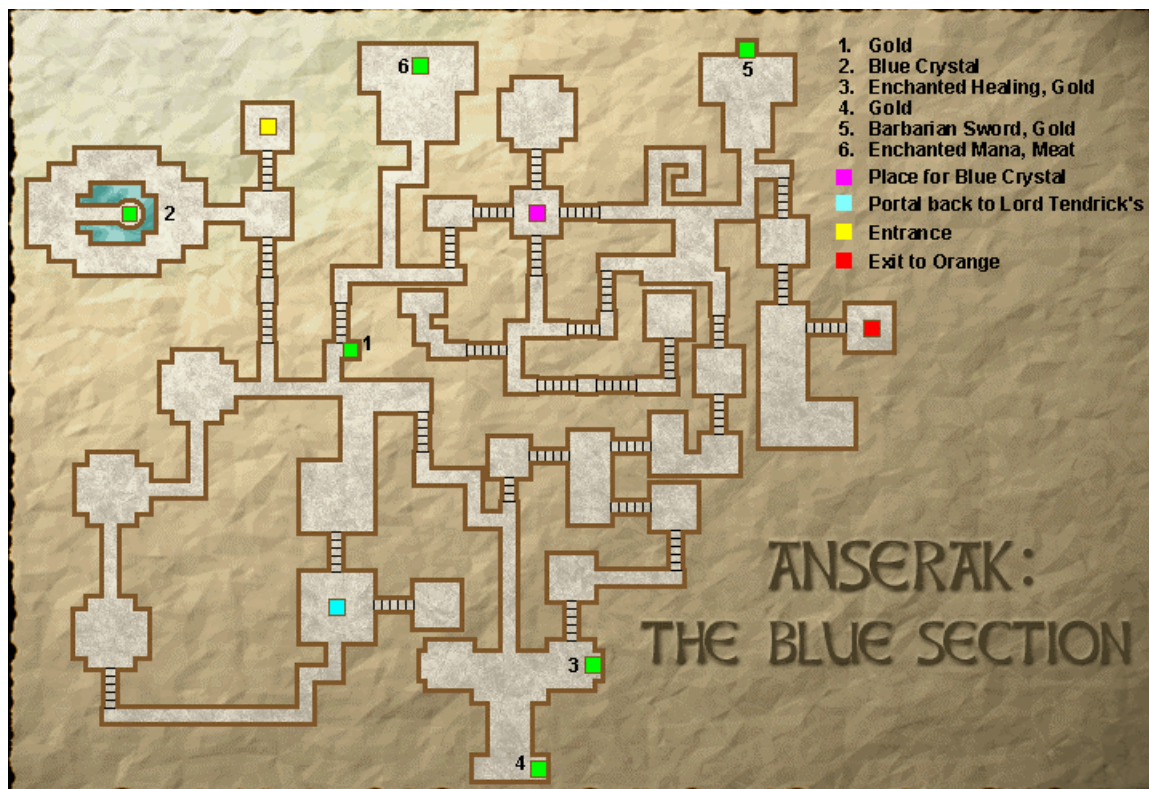
Walk forward and when you come to a crossroads turn right. After following to the right you will come to a T. At the T turn to your right again and you will find a room with a chest containing the Level 10 Magic Scroll and a Handle. Combine the Handle with the Hilt by dragging one on top of another then head back the way you came.

When the path branches to your right do not follow in that direction but continue forward. Eventually the path will branch to the left, but continue forward and when you come to a T turn to your right. Pass by the branch to the left. You will now enter a long chamber with many branches. Take the first right and you will find a chest containing gold and a Cure Poison. Then follow forward and ignore the branch to the right that eventually comes up and open the chest containing a Dwarven Axe and Gold. Further you will find a chest containing a Green Crystal.

After swiping the crystal head back and ignore the branch to the left. Eventually you will come back into the chamber. Turn left and follow forward, ignoring the branch to the right. Walking forward the path will branch to the left; follow to the left and take your first right. You will now use the Green Crystal to open up the Green Gate.

Once the Green Gate is open head back the way you came and when you come to a T turn to your left. At the next T turn right, and skip the turn to your left. Take your very next right within the chamber and head forward until the path branches to your right. Following forward at this point you will come to a portal back to Lord Tendrick's Keep and then you will find the Gate that leads to the Blue Section.

## Anserak: The Blue Section



Once you are through the portal from the Green Section walk forward and take your first right. You will enter a chamber now containing the Blue Crystal. Grab this then head back and when you come to a T turn right. Turning right you will eventually come to another T. Turn left at this and take your very next left.

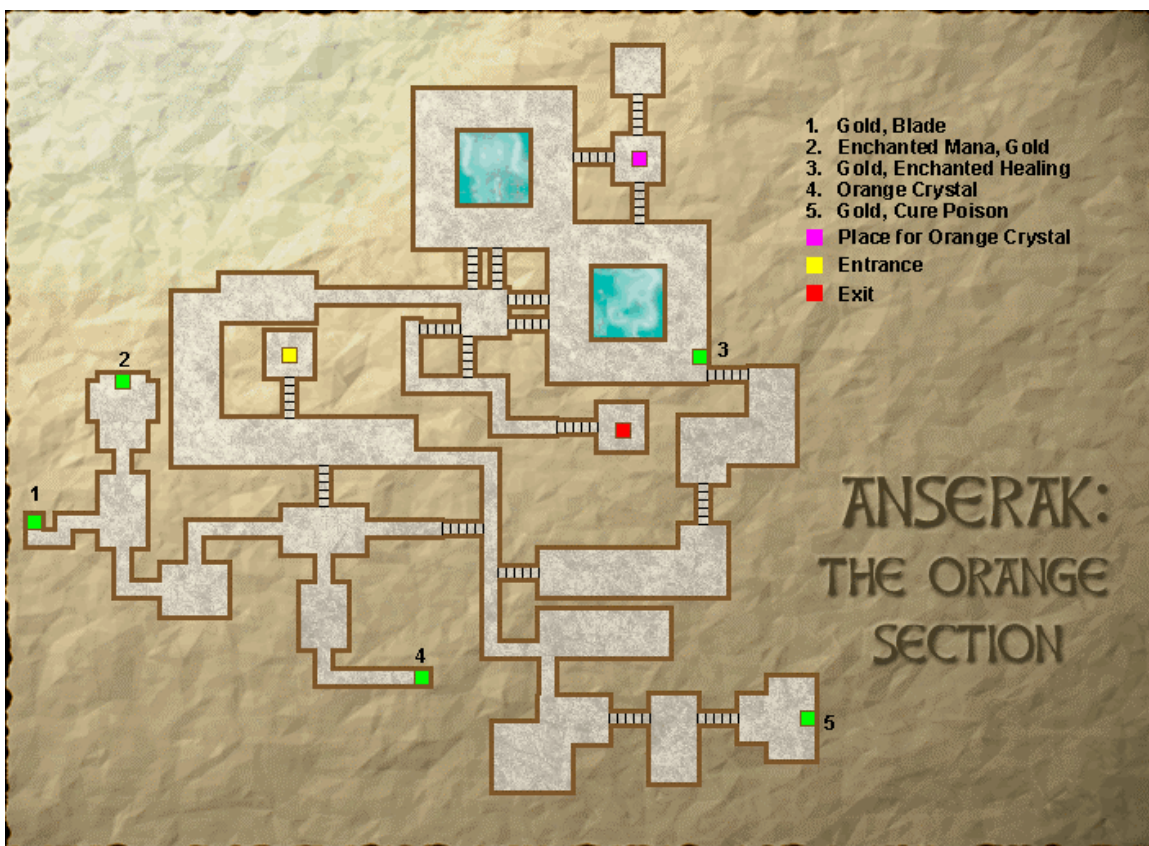
You will pass a chest containing Gold, and then the path will eventually turn to the left again. Ignore this and continue forward until you reach the place for the Blue Crystal. After using this do not turn to the left or right but continue forward.

Walking forward the path will branch to the left first. Ignore this as well as the next wide branch to the right. You will then pass another branch to the right and enter a chamber containing a chest with a Barbarian Sword and Gold inside.



Loot this chest and then head back the way you came. Take your first left and the next left after that. You will now come to the gate that takes you to the Orange Section.

### Anserak: The Orange Section



When you finally reach the Orange Section walk forward. There will be wide branches to the left and the right, but ignore them and head for the staircase in front of you. Going forward you will come to another intersection; go forward and you will find a chest containing the Orange Crystal.

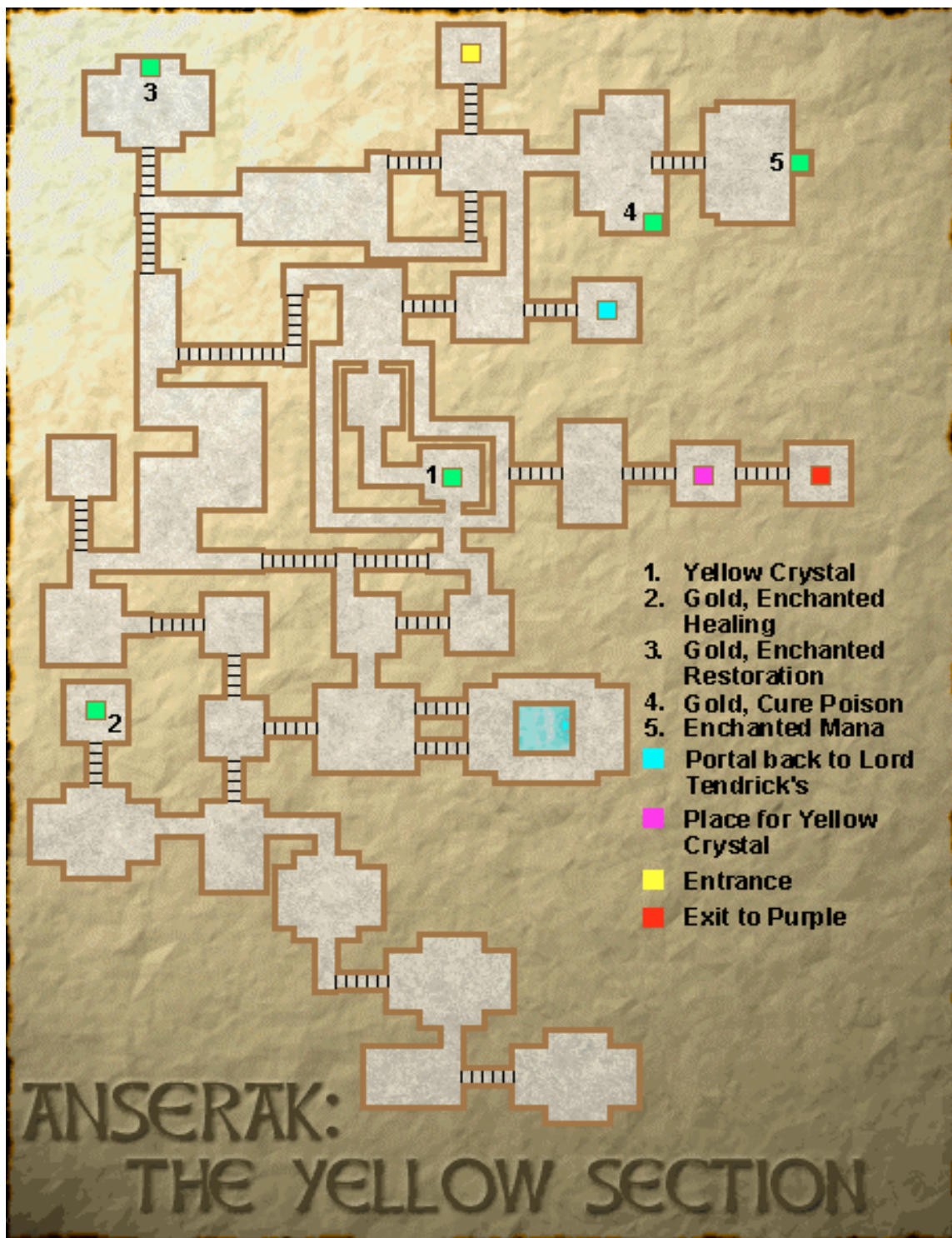
Grab the Orange Crystal and head back. When you come to an intersection turn to your left, then walk forward until the path branches to the left again. You will now find a chest containing Gold and the Blade. Combine the Blade with the Hilt and Handle to form Angsaar. This is the most powerful weapon in Revenant.

Head back now and when you come to a T turn to your right. Eventually you will come to an intersection; turn left. When you reach another intersection turn to your left again and follow until you reach a plateau with staircases going in all directions. Take the first staircase on your left and you will find yourself on a large square surface with a hole in the center. Keep to your left, against the hole, and pass the staircase and the opening to another large square area on your right, until you come to another staircase on your right. Turn right here, taking the staircase, and you will find the spot for the Orange Crystal. Here Locke will unlock the Orange Gate.

After unlocking the Orange Gate take the stairs on your right and you will find yourself on another large square area. Turn to the right, ignore the next turn to your right as well as the first staircase on your right but take the second. Taking the second staircase you will reach the plateau with all of the stairs again. Take the first staircase on your left and when you reach a T turn to the left and you will find the gate to the Yellow Section.



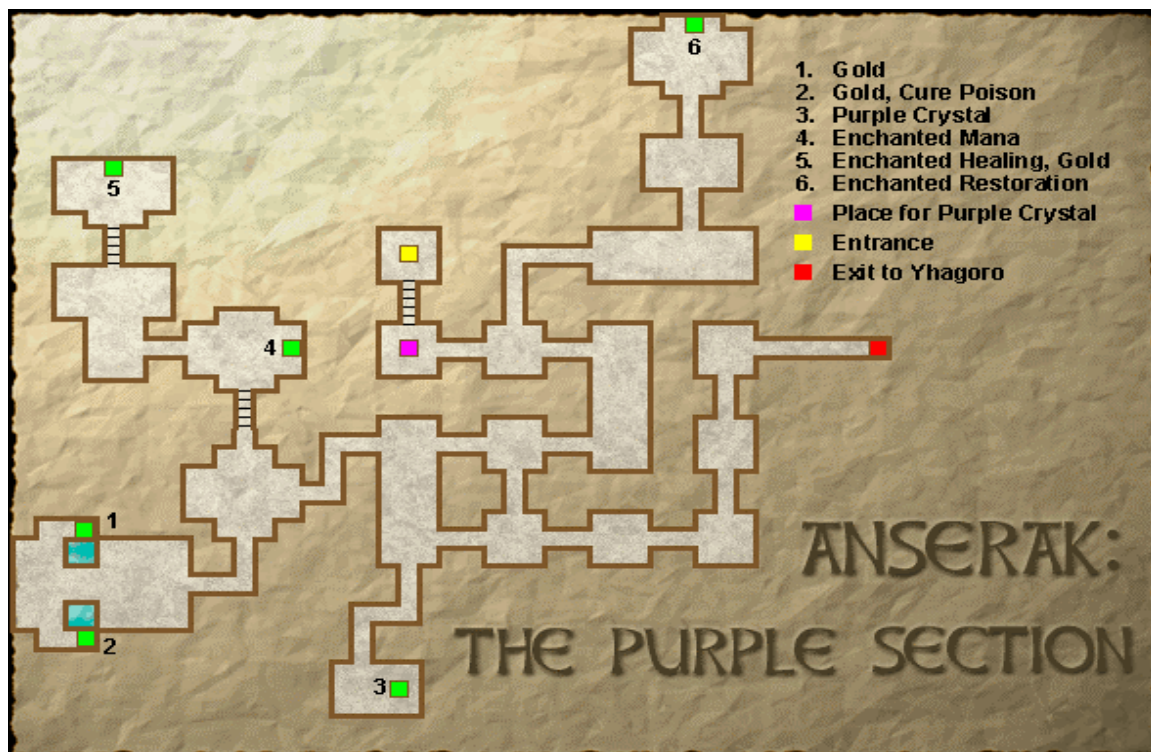
**Anserak: The Yellow Section**



When you enter the Yellow section walk forward. You will come to a crossroads with one path on your left and right, as well as two in front of you. Walk forward, taking the path on the left side in front of you. After walking through this you will come to a T, take a right and then when you come to the next T take your first left.

You will now arrive at an intersection; walk forward and you will find a chest containing the Yellow Crystal. Grab the Crystal and head forward still. You will come to an intersection, turn left and take your first right. Walking forward you will come to the place where you use the Yellow Crystal to open the Yellow Gate, then further still you will find the exit to the Purple Section.

### Anserak: The Purple Section



This is the last section before you face Yhagoro so it is important to make sure that you are ready for him when you exit this section.

Walk forward and pass the place for the Purple Crystal. Skip the first turn to the left and walk forward. The path will eventually branch to the left, but skip this for now and continue forward. When the path branches to the left again follow in that direction.

Eventually the path will branch to the left yet again; skip this and continue forward. Eventually you will find a chest containing the Purple Crystal. Grab the Crystal and head back the way that you came. When the path branches to the right ignore it, but when you come to a T turn to your right. Skip the next branch to your right as well as the second.

Eventually you will return to the place where Locke will use the Purple Crystal to open up the Purple Gate. After the gate is opened walk back the way that you came, skipping the first left turn, and take the next right turn. When you come to a T turn left. After a long walk you will eventually come to the exit from the Purple Section.

### **Anserak: Yhagoro's Chambers**

Finally you are at the end of your journey. You are within Yhagoro's chambers. Walk forward and up the stairs and eventually you will see Yhagoro sitting upon his throne. You will have a short exchange of words with him and then he will attack you.

Cast Invisibility as soon as you are able to. Once you are invisible simply attack Yhagoro and he will die. You may need to use Invisibility several times, however that should not be a problem. Yhagoro will simply stand there and get killed when you are invisible as he will not react to you or attempt to move around to make it difficult for you, so this battle should be very easy.

Once you have killed Yhagoro enjoy the closing FMV (Full Motion Video) and either join the Map Making Guild, or visit their site to see if they have any new modules for Revenant.



## Links

<http://www.cinematix.com> - Cinematix is the company that developed Revenant. Give serious kudos to these wonderful people.

<http://www.eidos.com> - Eidos is the company that published Revenant. If you have any complaints about the game feeling rushed (even though it is a GREAT game), send them here because they make those decisions.

<http://boards.vaultnetwork.com/wwwthreads.pl?action=list&Board=revenant&page=0&view=collapsed&sb=5> - This is the wonderful Vault Network message board for Revenant. If you need advice or tips, check this place out and you can generally get help pretty quick. You can also help others here, and we'd all appreciate someone else doing that. <smiles>

<http://revenantqs.telefragged.com> - For any questions you may have about the editor, or any tutorials you may wish to review Xode has created a fabulous wealth of knowledge here at the Revenant Quest Shop. There is also a forum that might even be better than the one at the Vault Network. One quick side note, originally Xode and I had a slight misunderstanding about mirroring, but it taught me that I need to be more specific, this guy has a good character and I respect him. There is a lot of knowledge stored here, definitely worth the visit... so... Check it out!

<http://www.blackcut.com/revenant> - If you are good with the editor... GO HERE. This is the page for the Revenant Map Editing Guild... if you aren't good with the editor... keep tabs on these people anyway. Why? Well, they're working on making maps and extra levels for Revenant... heck, give them long enough and they might make a whole new game based on Revenant for you!

<http://www.phxrising.net> - Think Revenant doesn't have any other Guilds? Think again, here's the home of Phoenix Rising, so if you are a new Guild, you might want to challenge them, otherwise just say hi and join! <smiles>

<http://revenant.gamepages.net/index.htm> - This site gives a lot of generic news about Revenant that you could find somewhere else, however their news section is good for keeping informed. After speaking with the owner I understand that they are going to incorporate more substantial information... so it looks as if they will soon turn into a hub of knowledge.

<http://www.citilink.com/~rmc/rev/rev.htm> - If you want a good selection of screen shots check out this site.

## Thanks

First, so that I find myself alive in the morning, I would like to thank my wife. (<snickers> Not really, but had to say it) She has been a fabulous help to me, and has done a wonderful job on all of the maps which I had ready for everyone. So, hey, if you want to thank her, she would love the encouragement, simply E-Mail [pezland@stratosgroup.com](mailto:pezland@stratosgroup.com). She's also our wonderful web guru, so thank her for that too. <smiles>

Next, and most obviously, I want to thank my teammates for being the best group of people whom I have ever worked with in my life. Let me tell you, if I could do this for a living, there is no one else whom I would want to work with as much. So, Zaxxon, Nordramor, and Azraelot... you guys are the best. <smiles> [Ed Note: No, you're the best Windaria... -Zax-]

OK, I'd also like to thank Cinematix for the fabulous game, it has kept me thoroughly entertained and game me something to write about. <smiles> I do believe that it has replaced Ultima 6 as my all-time favorite, and with a patch it should truly shine. Heck, if they polish up the Editor and make it semi decent, this game might build a large third party following at that! <cheers>

Another important group of people whom I would like to thank would be all of the people who have sent me E-Mail over the course of this project. I've received just about every tip 5 times, but sometimes it takes me that many times to remember it, so thanks guys. <smiles>

Now, I guess that we should thank Eidos, the publishers. They made it possible, but from what I understand pushed it out the door a bit too fast... so if you have any qualms, e-mail them. From what I have heard this has become something that Eidos has done on the last several games of theirs... I truly hope that this trend does not continue as I have heard from a lot of people that they are going to start to avoid Eidos games, and I would hate to see Revenant marred by this.

Finally I want to thank all of you who have taken the time to read this guide. Please give me any feedback or corrections. I hope that your gaming experience has been as truly wonderful as mine has proven to be.